CYBERPUNK

The Roleplaying Game of the Dark Future

R. TALSORIAN GAMES INC.

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Cyberpunk

The Roleplaying Game of the Dark Future

View From the Edge: The Cyberpunk Handbook

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View From the E
Cyberpunk Hand

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SOUL&THE NEW MACHINE

CYBERPUNK Characters

The View From the Edge

"---Got the Chrome and enhancements.
Got the Attitude right.
Got the metal beneath my skin
Movin' faster than light"
Big City (c)Johnny Silverhand
2012, Metal Fire Publishing (ASCAP)

So you wanna be a Cyberpunk? Or maybe just look like one?

Before you pitch off your sleepmat and jump in, there's a few things we need to tell you. First of all, the name. *Cyberpunk* comes from two words: CyoaMrom the term cybernetic, or a fusion of flesh and machine technology; *Punk*-from an early 1980s rock music style that epitomized violence, rebellion and social action in a nihilistic way. The term was popularized in the Pre-Collapse days by a group of writers who specialized in writing science fiction with this kind of techno-melange. Their works featured a streamlined blend of rock, pop, sex, drugs and the highest, Hippest technology-usually grafted onto your body somewhere. The archetypical Cyberpunk heroes of the 80s ranged from techno-barbarians roaming a postholocaust world, to cyberchipped jet setters with designer bodies.

Of course, from our enlightened viewpoint here in 2010, this all looks pretty dated. After all, you probably accessed this article from your personal database 'comp. You used a Kiyoshiru 1300A interface cable with a direct link from your wrist-plugs. You're used to hardwiring into the

The world of *Cyberpunk is a* violent, dangerous place, filled with people who'd love to rip your arm off and eat it. The traditional concepts of good and evil are replaced by the values of expedience--you do what you have to do to survive. If you can do some good along the way, great. But don't count on it.

Cyberpunk characters are survivors in a tough, grim world, faced with life-and-death choices. How they make these choices will have a lot to do with whether they end up as vicious animals roaming a ruined world or retain something of their basic humanity. *Cyberpunk* characters are the heroes of a bad situation, working to make it better (or at least survivable) whenever they can. Whether it takes committing crimes, defying authority or even outright revolution, the quintessential *Cyberpunk* character is a rebel with a cause. As a *Cyberpunk* roleplayer, it's up to you to find that cause and go to the wall with it.

This is the essence of *Cyberpunk*-- playing your character with the proper disaffected, cynical-yet-idealistic style. Whether you're a biker with leathered skin and metal claws, or a debutante in satin sporting the latest in designer cyberoptics, you're going to need a certain panache, a certain flair, in portraying yourself. To achieve the essence of the 2000s, you need to master three concepts:

1) Style over substance
It doesn't matter how well you do something, as long as you look good doing it. If you're going to blow it, make sure you look like you planned it that way. Normally, clothes and looks don't matter in an adventure-in this world, having a leather armor jacket and mirrorshades is a serious consideration.

2) Attitude Is Everything
It's truth. Think dangerous; be dangerous. Think weak; be weak. Remember, everyone in the 2000s is carrying lots of lethal hardware and hightech enhancements. They won't be impressed by your new H&K smartgun unless you swagger into the club looking like you know how to use it and are just itching for an excuse.

Never walk into a room when you can stride in. Never look at someone unless you can make it your best "killer" look. Use your best "I'm bad and you aren't" smile. Don't sit around the flat or cube waiting for the next job. Get on out and hit the clubs and hangouts. Make sure you're where the party starts.

3) Live on the Edge

The Edge is that nebulous zone where risk-takers and high-riders go. On the Edge, you'll risk your cash, your rep, even your life, on something as nebulous as a principle or a big score. As a Cyberpunk, you want to *be* the action, start the rebellion, light the fire. Join great causes and fight for big issues. Never drive slow when you can drive fast. Throw yourself up against danger and take it head-on. Never play it too safe. Stay committed to the Edge.

ROLES

The Core of *CYBERPUNK* Roleplaying

The world of *Cyberpunk* is a combination of savage, sophisticated, modern and retrograde. Fashion-model beautiful techies rub shoulders with battle-armored road warriors, all of them making the scene in the hottest dance clubs, sleaziest bars and meanest streets this side of the Postholocaust. Each character in this world is playing a role--a face that the person projects to the outside world as the real thing. There are nine Roles in *Cyberpunk:* Rockerboys, Solos, Netrunners, Corporates, Techies, Cops, Fixers, Medlas, and Nomads. As a *Cyberpunk* player, you must select one role for your character.

Special Abilities

Special Abilities are skills usable only by specific character roles; for example, Rockerboys have the Special Ability of *Charismatic Leadership,* which represents the vast amount of power they have over their legions of fans. When using a Special Ability, you will add it's value to your INT Stat as if it were a skill. A beginning character always begins with his or her Special Ability at a Level of +2 (on a scale of one to ten).

Occasionally, you may wish to start a character with a higher- level Special Ability, for example; an old, washed-up Rockerboy who used to be hot a few years back, or a hard-bitten Solo who's killed a few too many men and made a few too many enemies. In these cases, you may trade points from a Stat on a one-for-one basis with your Special Ability skill, up to five points total. These points may only be taken from the following: REF, CL, or INT stats.

Rockerboys & Rockergirls

Rebel rockers who use music and revolt to fight authority

If you live to rock, this is where you belong. Rockerboys are the street poets, social consciences and rebels of the 1990s. With the advent of digital porta-studios and garage laser disk mastering, every rocker with a message can take it to the street, put it in the record stores, bounce it off the comsats.

Sometimes, this message isn't something the Corporations or the Government wants to hear. Sometimes what you say is going to get *right in the faces* of the powerful people who really run this world. But you don't care, because as a Rockerboy, you know it's your place to challenge authority, whether in straight-out protest songs that tell it like it is, or just by playing kick-ass rock n' roll to get the people away from the TV sets and into the Streets. You have a proud history as a Rockerboy--Dylan, Springsteen, Who, Elvis, the Stones--the legions of hard rock heroes who told the truth with screaming guitars and gut-honest lyrics.

As a Rockerboy, you have the power to get the people up--to lead, inspire and inform. A song from you can give the timid courage, the weak strength, and the appliances to make coffee, "studding" into the 'Benz to drive down to the corner store. But understand---in 1987, this was all considered pretty visionary stuff. No one had plugs. You couldn't dial Luna on the cellular. Designer drugs were illegal. You could walk down most city streets without an armor jacket. There wasn't even a Net.

Now we know better. History books can tell you in detail about the Crash of 1994, when the Euro-Combines established the World Stock Exchange and the economies of the United States and Old Sov Russia collapsed.

As long as the Tycho massdrivers are ready to throw rocks at Moscow and Washington, we'll probably avoid having the nuclear war everyone's been expecting

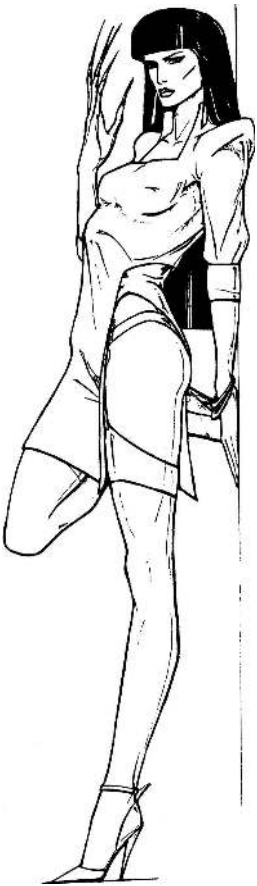
In those days, both were ranked as superpowers, instead of a couple of over-armed second raters waving nuclear weapons around under the watchful eye of the EuroSpace Defense Agency. As long as the Tycho massdrivers are ready to throw rocks at Moscow and Washington, we'll probably avoid having the nuclear war everyone's been expecting since 1944. After all, rocks are cheap.

Now, of course, everything's more or less run by the Corporations, which are pretty much governments in themselves. You can go anywhere on one passport-one worldism at it's best. The currencies of most nations are stabilized to each other, and EuroSpeak is the world language. Hardly anyone complains anymore about corporate lifetime contracts or the abolition of unions. It's the price of living in a stable, safe society, right?

After all, you could be living in the Projects, right? Sixteen people to an apartment, sharing ration chips every week to buy food, with eight thousand apartments per city block? Sure, it isn't the best life, what with the boostergangs roaming the malls and the major-league crime problems, but it beats actually being on the Street. At least the mega-arcologies have cops (okay, rented corporate cops, but

blind vision. Rockerboy legends have led armies against corporations and governments. Rockerboy songs have exposed corruption, brought down dictators. It's a lot of power for a guy doing gigs every night in another city. But you can handle it. After all–*you came to play!*

Special Ability: Charismatic Leadership
This ability allows the Rockerboy to control, incite and charm large numbers of people through his or her performance skills. When under the Rocker's control, this group can easily be persuaded to act on his suggestions, for example, a Rocker could convince a concert crowd to riot in the streets or attack a heavily fortified police line. Charismatic Leadership will only work with groups of ten or more people, as it is primarily a mob leadership ability. The higher your Charismatic Leadership, the larger a crowd you can control and the more direct and complex the instructions you can get them to follow. For example, a level +3 Leadership could incite a small nightclub crowd to get rowdy. A level +5 or +6 could provoke a concert crowd of four or five thousand to trash a neighborhood, if the area wasn't too far from the hall. At level +9, and higher, you have the same sort of mesmeric ability as an Adolph Hitler--you can raise armies, start movements, and destroy nations.



Solos

Hired assassins, bodyguards, killers, soldiers
You were reborn with a gun in your hand–the flesh-and-blood hand, not the metallic weapons factory that covers most of your other arm. Whether as a freelance guard and killer-for-hire, or as one of the corporate cybersoldiers that enforce business deals and the Company's "black operations," you're one of the elite fighting machines of the *Cyberpunk* world.

Most Solos have put in military time, either in a corporate army or in one of the Government's continual "police actions" around the world. As the battle damage piles up, you start to rely more and more upon hardware—cyberlimbs for weapons and armor, bio-program chips to increase your reflexes and awareness?" combat drugs to give you that Edge over your opponents. When you're the best of the best, you might even leave the ranks of corporate *samurai and* go *ronin*–freelancing your lethal talents as killer, bodyguard or enforcer to whomever can pay your very high fees.

Sounds good? There's a price–a heavy one. You've lost so much of your original meat body that you're almost a machine. Your killing reflexes are so jacked up that you have to restrain yourself from going berserk at any moment. Years of combat drugs taken to keep the Edge have given you terrifying addictions. You can't trust anyone--your mother, your friends, your lovers--no one. One night you sleep in a penthouse condo in the City–the next in a filthy alley on the Street. But that's the price of being the best. And you're willing to pay it.

Special Ability: Combat Sense
This ability is based on the Solo's constant combat training and professionalism. Combat Sense allows the Solo to perceive danger, notice traps, and have an almost unearthly ability to avoid harm . Your Combat Sense gives you a bonus both your Awareness and Athletics skills. *Example: Your Awareness is at level +2 and your Athletics are at level +3. However, your Combat Sense is at level +4. Your Awareness is boosted to +6, and your Athletics is boosted to +7.*

Netnunners

Cybernetic computer hackers
At three, your parents bought you an old Apple IV GS with a Radius 241 war screen, and your life was changed. By fifth grade, you'd already mastered everything the school computer literacy lab could throw at you---you were already using C and META-LINGUA to crack into the district's mainframe and change your

grades. When you were thirteen, you shifted enough funds out of unprotected TransAmerican Bank accounts to finance your first neural interface plugs.

Now, nothing can stop you. With your direct mental link to the computer, you can plunge headfirst into the dizzying datawinds of the Net; the worldwide telecommunications system that joins humanity together. As an electronic wraith, you are the ultimate "hacker," your brain wired into special modems and computer links. You slip into the "hardest" mainframe systems with ease. Your defense and offense programs are arrayed at a touch of your mental fingertips--a quick jolt of *Demon* or *Vampyre* and the data fortresses fall. IBM. ITT. Sony-Matsushima-Ford. You've tackled them all, buying, trading and selling their deepest secrets at will.

Sometimes you uncover important things--corporate treachery or deadly secrets. But that's not why you netrun. You live for the new program; the next satellite downlink, the next piece of hot data that comes your way. It's only a matter of time, you think-every year, the counter-intrusion programs get better, the artificial intelligences smarter. Sooner or later, a faster program or programmers going to catch up, reach out with electronic fingers through your interface plugs, and stop your heart. But time's on your side, and until the ride runs out, you'll be there, bare-brained and head first in the Net.

Special Ability: Interface
While other characters can use computers and other cyber-assisted tools, only Netrunners have the training and ability to think at the lightning-fast speeds required for cyberdeck hacking. The higher your Interface ability, the faster your mental reactions are, allowing you to beat enemy computers and programmers at their own game. To use your Interface, you will add it to your REF Stat as if it were a skill, and use it to make attacks and defenses with your programs.

Techies

Renegade mechanics and doctors
You can't leave anything alone--if it sits near you for more than five minutes, you've disassembled it and made it into something new. You've always got at least two screwdrivers and a wrench in your pockets. Computer down? No problem. Hydrogen burner out in your Ford-Toyota? No problem. Can't get the video to run or your interface plugs feedbacking? No problem.

You make your living building, fixing and modifying-a crucial occupation in a technological world where no one person really knows how half the stuff works. You can make some good bucks fixing everyday stuff, but for the serious money, you need to tackle the big jobs. Illegal weapons. Illegal or stolen cybertech. Corporate espionage and counterespionage gear for the big boys' "black operations." Neat little gadgets like thermite bombs and and hunter-killer robots for the occasional "termination."

If you're any good, you're making a lot of money. And that money goes into new gadgets, hardware and information. You'll buy almost any new thing because it might have a dozen side applications you can use. Of course, your black market work isn't just making your friends-it's also racking you up an impressive number of enemies as well; people who've run into your handiwork and resented it. So you'll invest a lot in defense systems and, if really pushed to the wall, call in a few markers on a Solo or two.

Your cousin down the street is just like you, but he's a *Medtechie.* In a world where half of medicine is related to mechanics, it makes sense. He can do a black market surgical technique faster than you can fix a toaster, and the Solos are always running to him to patch up wounds or install new illegal cybernetics. He's got a lot of the same problems you have, but he's hoping his new job with it's easier than fronting the credit for your own personal Solo!). Besides, the media nets make sure that every apartment has direct cable access to TV, radio and sensory feed, so there's always something to do on a Saturday night.

Where were we? Oh yeah--you want to be a Cyberpunk.

Here's more background for you to think over. When the grand old Masters of the Movement first started writing the Cyberpunk genre, they assumed that most of the things they wrote about would either never happen or would happen in the far future. No one knew that the West Germans were already developing "organic" circuitry in the late 1980s, or that the United States Air Force was developing mentally controlled weapons systems. Synthetic muscle fibers were just starting to be used to control prosthetics, and very few people could project ahead into the 1990s when organic-chipped arms and legs would be possible. There were a few primitive experiments with bioengineering--things like Frostban™ and a few new types of corn--nothing like the bioengineered animals that we'll use to terraform the Martian colonies.

It took about fifteen years for the newtech to catch up with the vision. First, the military started using cybertechnology to create "perfect soldiers" and pilots. Some of the spinoff led to prosthetic limbs, eyes and other body parts. Organic circuitry led to direct hookups between men and computers. Combined with advanced telecommunications technology and satellite downlinks, the basis for the now planetwide Net was established. As each new technological advancement slammed into place, a sort of cultural *technoshock* set in.

Technoshock: When technology outstrips people's ability to comprehend or fit it into their lives. Suddenly, people freak out.

They get irrational, violent. Families shatter, relationships tear apart. People feel helpless in the face of the universe. Eventually, the whole society grinds to a

halt, the victim of a mass psychosis. That's what we now call the Collapse.
There were three major responses to technoshock. The vast majority of people, their lives uprooted and changed by the advancements, sat passively waiting for their leaders to tell them what to do next. One smaller group tried to turn back the clock, founding the basis for what we call the *Neo-Luddita* movement. The remaining group decided to hit the future head-on. With the old 1980's visionary writings as their guide, they established the movement we now call *Cyberpunk*.

Okay, so now you're ready.

As a Cyberpunk, you grab technology by the throat and hang on. You're not afraid to check out the newest in "enhancements," cybertech and bioengineering. You've got interface plugs in your wrists, weapons in your arms, lasers in your eyes, bio-chip programs in your brain. You become the car you drive, the gyro you fly, the guns you shoot. You dive head first into the Net, using your mind to hurtle at lightspeed all over a vast network of computer constructs and Artificial Intelligences. With cyborged fingers you pick computer locks; with enhanced senses, you see into the future.

Cyberpunk is also an attitude. You wear the most "in" clothes, know the right people, and follow the right crowds. You plan your crimes in the most select clubs and bars; your enemies are corporate armies, cyborg bike gangs, power-armored assassins and computer-wired Nethead. Your weapons are nerve, streetsmarts, bravado and the H&K M-P13 smartgun on your hip.

Are you ready now? Of course you are. You can't wait.

Now you're Cyberpunk.

Trauma Team Inc.™will loosen things up. You hope he's right. You may be needing his services sooner than you think.

Special Ability: Scrounge
This is the ability to locate items or gear. A Techie needs a new set of microservos-he can use his ability to scrounge to locate them. A Medtechie could use scrounge to locate a rare vaccine or tools for a surgical technique. The higher your Scrounge Ability, the easier it is to locate obscure, expensive or rare items. With a Scrounge of +3, you can often locate small, inexpensive parts. With a Scrounge of +5 or +6, you could turn up vehicles, computers, etc. With a Scrounge of +9, you can locate rare, blackmarket parts, software and newtech.

Medias

Newsmen and reporters who go to the wall for the truth
They're bending the truth out there. And you're going to stop them. Someone has to do it. The Corporations rule the world. They dump toxics, destabilize economies and commit murder with equal impunity. The Government wont stop them–they own the Government. The only thing between the Corporations and world domination is the Media. And that's you.

You've got a videocam and a press pass–and you're not afraid to use them. You're a national figure, seen nightly on a million TV sets worldwide. You've got fans, contracts and your own corporation backing you. They *cant* make you disappear. When you dig down for the dirt and slime the corrupt officials and corporate lapdogs try to cover up, you can dig deep. The next morning, you can put the details of their crimes all over the screamsheets and vidscreens. Then the Government has to act.

A week ago, you followed a hot lead and discovered a medical corporation dumping illegal drugs on the Street. This week, you're uncovering a secret corporate war in South America–a war with jets, bombs, and cybertroops that's killed almost seven thousand innocent people. Each new story you get to the air is one more blow for freedom and justice. Not to mention ratings.

It isn't easy. They've tried to pressure your mediacorp dozens of times. You've had stories suppressed–once, Corporate pressure forced them to cancel your news show. Each time, you went to the top, backed by your news director and your crew, and fought to get the story out. Three or four times, they tried to kill you–that's why your backup's a crack Solo bodyguard and you've got one of the top 'Runners in the business digging through the Net to back your stories. You have to be good, or else.

Your 'Runner's just phoned in with a hot lead. He's found a line on twenty tons of illegal weapons being shifted to a port in Bolivia–possibly nuclear. You grab your gear and flag your backup. You're going to break those bastards. This time, for sure.

Special Ability: Credibility
This is the ability to be believed; by your viewers, by the police, by important and powerful people. This is critical to getting your story heard and acted upon, as well as convincing people to tell you things, give you information, or get you into where the story is really happening. The higher your Credibility, the more people you can convince, and the easier it is to convince high level authorities of the truth of your information. With a level +3 Credibility, you can convince most people of minor scandals. With a level +5 or +6, you can convince local officials of military atrocities, undercover dealings and other front page stuff. At level +9, you can successfully expose a scandal of Watergate proportions, or convince the president of the EuroMarket Finance Board that aliens are secretly influencing world leaders.

Cops

Hard 21st century cops on mean streets

In the old days, they only used to shoot at cops. Now you're lucky if you just take a slug. The Street is mean these days, filled with new drugs, new gangs, and new weapons that make an M-16 took like a kid's toy. If you're on a City force, you know how bad it is. You're carrying at least four high-caliber weapons, most of them full-auto types, wearing a Kevlar vest that'll stop 850 ft/lbs. per inch-and you're still out-gunned and out-flanked. Half the gangs are cyber to begin with-super speed, super reflexes, can see in the dark, carry weapons in their arms.... the other half are freelance corporate meres- gangs hired by the Corps to enforce their policies on the Street. And there *you* are–a beat cop or detective in an armored squadcar, patrolling this jungle with the heavy predators.

The Corporate cops--now that's the life. Heavy weapons, full combat armor, *Trauma Team™* backup, AV-4 assault vehicles and gyrocopters with miniguns. But they only patrol the sectors of the City that the Government's licensed them for. The nice, clean sectors full of new office buildings and fancy restaurants-where no jacked-up psychopunk is going to ever go on a killing spree with an AK-47. You get the bad sections. Burned out buildings and abandoned cars, where every night is a new firefight and another great opportunity for a messy death.

If you're really unlucky, you might draw Psycho Squad detail. Psycho Squad guys get the job of hunting down heavily armed and armored cyborgs who've flipped out. Sure, the PS guys have access to railguns, gyros and AVs. But a cyberpsycho can walk through machinegun fire and not feel it. A tot of the Psycho Squad detectives are crazy themselves. They load up with boosted reflexes, get some monstrously huge guns, and go hunt the cyborgs atone. But you're not *that* crazy.

Yet.

Special Ability: Authority

This attribute represents the cops' ability to call on the forces of the law and government to get what he wants. Cops can use Authority to question suspects, arrest wrongdoers, and defend innocents. Backed by the power of authority, a cop can arrest, detain, confiscate and enter nearly anywhere, as long as he has the proper arrest or search warrants to back his play. However, Authority is only as good as the guy holding the badge–if the cop appears uncertain of his Authority, there's a good chance he'll get nailed by the people he's trying to confront. The higher your Authority, the more able you are to face down criminals, particularly high- level mobsters and corrupt officials.

Corporates

Slick corporate raiders and millionaires

In the old days, they would have called you a *yuppie*---a hard-driven, fast-track MBA on his way up the Corporate ladder. Sure, it's selling your soul to the Company, but face it; the Corporations rule the *Cyberpunk* world. They control governments, markets, nations, armies--you name it. And you know that whomever controls the Corporations controls everything else.

Right now, your life as a junior executive is anything but easy. There are guys underneath you who'd kill for a shot at your job. There are guys over you who'd kill to keep you out of *their* jobs. And they're not kidding about the killing–every up-and-comer in the Corporation has his own crew of Solos and Netrunners to cover his pet projects. Sabotage? Constantly. Bribery? Routine. Blackmail? Common. Promotion by assassination? Always a possibility. The stakes are that high-one slip and you could be out on the Street with the rest of the trash. Or dead.

STREETSLANG

Terms, definitions and slang expressions from the *Cyberpunk* world

Booster: any member of a gang that affects cyberwear, leather clothing, and random violence.

Combat Drugs: Any one of a series of designer drugs created to increase speed, stamina and reflex timing.

CHOOH ("choo"): Streetslang for alcohol, as used in vehicle power plants. The vast majority of vehicles are fueled by an advanced form of alcohol with a higher burning temperature than normal methanol.

Chromer: 21st-century heavy metal rock fan. See also *chromatic rocker, chromatic rock.*

Chromatic Rock: A type of heavy metal characterized by heavy electronics, simple rhythms and violent lyrics.

Disk: Record, recording; a laser disk.

'Dorphs: Streetslang for synthetic endorphins, a designer drug that increases healing powers, limits fatigue, and produces a "rush" similar to a second wind.

Go LEO: To make a trip into Low Earth Orbit; i.e., to visit one of the inner space stations

Gyro: Small one/two-man airogyro-helicopters, used mostly in police work and corporate strike interdictions.

Hydro: Streetslang for hydrogen fuel, used to power a sizable number of vehicles.

Input: girlfriend.

Keyboard: Streetslang for a computer interface deck with manual keys. Also a workstation.

Netrun: To interface with the Net and use it to enter secure systems.

Output: boyfriend.

Polymer One-Shot: Streetslang for any cheap plastic pistol, usually in the .22 to .38 caliber range.

Posergang: any group whose members all affect a specific look, style or body-sculpt job.

Ripperdoc: Surgeon specializing in implanting illegal cybernetics.

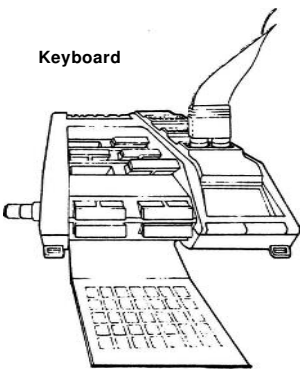
Ronin: A freelance assassin or mercenary. Usually considered to be untrustworthy.

Rockerboy (girl): Any musician or stage performer who uses his/her art to make political or social statements. Rockerboys are not the same as *rockstars* , who are usually "owned" by recording media companies and are apolitical.

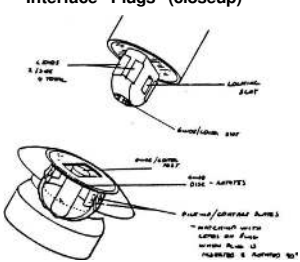
Samurai: A corporate assassin or mercenary, usually hired to protect corporate property or make strikes on other corporate holdings.

Stud: Also "studding in", "studding". To plug into any vehicle or machine by direct neural link.
VeeTol: Vertical Takeoff & Landing Aircraft. Usually applied to the Boeing Osprey, a medium-sized cargo and assault craft with pitched propellers. Since the Osprey's conception in 1988, the aircraft industry has produced a number of like designs, such as the Boeing Kestrel (a business aircraft), the Cessna Swingswing (light private) and the Lear Rota-jet (executive business jet).
Wearing Color: Streetslang, evolved from 20th century. To wear an armor jacket with a nylon, leather or silk overshell embroidered with the symbol of a gang.

Keyboard



Interface Plugs (closeup)



And the projects your supervisors give you. Some are pretty straightforward; design a new productivity schedule for the Corporation's medical subsidiary. Some are pretty raw-send a "black operations" team into the City to spread a "designer" plague so the Marketing team can clean up selling the vaccine. Last week, you led a mixed team of Solos, Runners and Techies on a "headhunting" run to kidnap a researcher from a rival company. The week before, you're "project" was to steal plans for a new suborbital shuttle from the European Space Agency (so that the Aerospace Division could copy the design and sell it to the Soviets).

You told yourself you joined the Coporation to make it a better place-work from the inside, you said. But now you're not so sure. Your ideals are a little tarnished, and things are getting pretty bleak. But you can't worry about ethics now. You've got a report due in an hour, and it looks like that guy in Sales is planning to ice your database for good. You're gonna get him first.

Special Ability: Resources
This is the ability to call upon the massive resources of the Corporation the character works for. This could include bodyguards, weapons, vehicles, buildings, money, etc. Obviously, the more powerful the Corporate, the more he can call upon at any one time. Your level of Resources determines exactly how much you can request from the Corporation without overreaching yourself. A Resources of +2 might get you access to a company car. A level +6 might allow you to use a company jet or hire a Solo Team from the Corporate Security Division. A Resources of +9 would allow you access to almost all levels of the Corporation, as well as the ability to requisition almost any Company resource.

Fixers
Deal makers, smugglers, organizers and Information brokers
You realized fast that you weren't ever going to get into a Corporate job. And you didn't think you were tough enough or crazy enough to be a Solo, either. But as a small-time punk, you knew you had a knack for figuring out what other people wanted, and how to get it for them. For a price, of course.

Now your deals have moved past the nickle-and-dime stuff into the big time. Maybe you move illegal weapons over the border. Or steal and resell medical supplies from the Corporations. Perhaps you're a skill broker-acting as an agent for high-priced Solos and 'Runners, or even hiring a whole Nomad Pack to back a client's contracts. You buy and sell favors like an old-style Mafia godfather. You have connections into all kinds of businesses, deals and political groups. You don't do this directly, of course--no, you use your contacts and allies as part of vast web of intrigue and coersion. If there's a hot nightclub in the City, you've bought into it. If there are new military-class weapons on the Street, you smuggled 'em in. If there's a Corporate war going down, you're negotiating between sides with an eye on the main chance.

But you're not entirely in it for the bucks. If someone needs to get the heat off, you'll hide them. You get people housing when there isn't any, and you bring in food when the neighborhoods are blockaded. Maybe you do it because you know they'll owe you later, but you're not sure. You're one part Robin Hood and two parts Al Capone. Back in the 90s, they would have called you a crimelord. But this is the fragmented, nasty, deadly 200's.

Now they call you a Fixer.

Special Ability: Streetdeal
This is the ability to deal with the underground information network. With Streetdeal, a Fixer can uncover rumors and information, locate missing persons or things, put gossip out on the street, pick up clues and score big deals. The

higher your Streetdeal Ability, the more information you can gather about things happening around you, the more informants you have, and the more secretive the information you can dig up. A level +3 Streetdeal can get you contacts for weapons, tools, or minor illegal operations. At level +5, you can penetrate the secrets of all but the most powerful crime families. At level +9, you are the equivalent of a Mafia crimelord yourself, privy to every secret that's on the Street.

Nomads

Members of vast homeless packs who roam the highways

They drove your family off the Farm ten years ago. The Corporations rolled in, took over the land, and put renta-cops all over the place. It wasn't the first time it'd happened; it wouldn't be the last. Gradually, your family fell in with a bunch of other homeless families, and they met another group...until you'd created a Nomad Pack of nearly two hundred members.

Now, crammed into a huge, ragtag fleet of cars, vans, busses and RVs, your Nomad Pack roams the freeways. You look for supplies, odd jobs and spare parts in a world where society has fragmented. The Pack is your home-it has teachers, med techs, leaders, and mechanics-it's virtually a town on wheels in which everyone is related by marriage or kinship. Sometimes the Pack pulls into a town just to fuel up or get grub. Other times, it swings south to follow the harvest; you pick crops in trade for cash or food. Less law-abiding Packs are like mobile armies, terrorizing cities and hiring out as muscle in Corporate wars. For obvious reasons, the cops don't like Nomads. But it doesn't matter--your vehicles are usually well armored and bristling with stolen weapons; miniguns, rocket launchers and the like. Every kid knows how to use a rifle, and everyone packs a knife. Being homeless in the 2000s isn't easy.

The most visible members of the Pack are the Scours--leather armored riders on bikes or in fast muscle cars, who protect the convoy from attacks and hunt up safe campsites. As a Scout, you're on the lookout for trouble, and you usually can find enough of it, with rival Nomad Packs, the Law, and the Corporates all after you. Like a modern day cowboy, you ride the hard trail. You've got a gun, a bike and that's all you need. You're a Nomad.

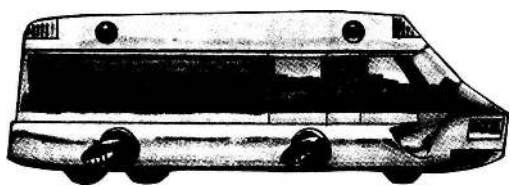
Special Ability: Family Status

This is the ability to call upon the resources and help of any of the members of the Nomad's large, extended tribal family. This can be in the form of weapons, cash, information, or a small army of relatives. The threat of a Nomad family's vengeance may in itself stop harm to the Nomad. The higher your Family Ability, the more important you are to the Pack and the more help you can call upon. With a Family Status of +2, you might be able to get several of the Pack to help you wreck a town, for example. With a Status of +7 or +8, you are able to make major Pack decisions and lead troops.

FLESHING OUT THE CHARACTER

Handles: In 2013, the computer hacker's tradition of using a "handle" or cover name has become the thing to do. For example, Johnny Silverhand's real name is Robert John Under; the name the U.S. Army currently has listed in its files under "Missing in Action: 3rd Nicaraguan Conflict." Johnny prefers to remain dead. He takes his name from his cybernetic arm, which he wears "uncovered" and has had chrome-plated. As a *Cyberpunk* character, you will probably also want to have a handle of some sort. Most are taken from either a physical attribute of the character, a personality trait, or from some special name the character likes a lot.

Background Generator: This section can be used to generate ideas on what you look and act like, as well as who and what you care about. This section can also be used to rapidly generate background information which can be used to "flesh out" basic NPCs.



Physical & Mental Background Generator

Use this section for ideas on what you look and act like, as well as who and what you care about. This section may also be used to rapidly generate NPC data which can be used to "flesh out" basic NPC matrixes (such as the Generic Rocker or Boosterboy).

Dress and Personal Style

Roll 1D10 or choose for each section of table:

	Clothes	Hairstyles	Affectations
1	Biker Leathers	Mohawk	Tattoos
2	Blue jeans	Long & ratty	Mirrorshades
3	Corporate suits	Short and spiked	Ritual Scars
4	Jumpsuits	Wild and all over	Spiked wristbands
5	Mini skirts	Bald	Nose rings
6	Battle armor	Striped	Earrings
7	Cammos	Tinted	Long fingernails
8	Normal Clothes	Neat, short	Spike heeled boots/shoes
9	Nude	Short, curly	Weird contact lenses
10	"Hippie" threads	Long, straight	Fingerless gloves

Person You Value Most

Choose or Roll One:

1. A Parent
2. Brother or Sister
3. Lover
4. Friend
5. Yourself
6. A Pet
7. A Teacher or Mentor
8. A Public Figure
9. A Personal Hero
10. No One

Outstanding Personality Traits

Choose or Roll One:

1. Shy & secretive
2. Rebellious, antisocial, violent
3. Arrogant, proud & aloof
4. Moody, rash & headstrong
5. Friendly, outgoing
6. Picky, fussy & nervous
7. Stable & serious
8. Silly & fluffheaded
9. Sneaky & deceptive
10. Intellectual, detatched

Most Valued Possession

Choose or Roll One:

1. A weapon
2. A tool
3. A piece of clothing
4. A photograph
5. A book or diary
6. A recording tape
7. A musical instrument
8. A piece of jewelry
9. A toy
10. A letter

What You Value Most

Choose or Roll One:

1. Money
2. Honor
3. Your word
4. Honesty
5. Knowledge
6. Vengeance
7. Love
8. Power
9. A good time
10. Friendship

Headware:

The Mechanics of *CYBERPUNK* Characters

Headware: The stuff you need to do to make a *Cyberpunk* persona Interface with the Rules of the Game.

This stuff is the hardware-the frame which allows the character to interface with the rules. Remember, the disk is not the software, and dice rolls are not your character. Don't get too caught up in the statistics.

CHARACTER POINTS

These points are like cash–you use them to "buy" the various "mechanics" aspects of the character, like good looks, a strong, hard body, unshakable cool and street smarts. We've given you two ways to generate Character Points:

1) Random. Roll 9 ten-sided dice (also called 9D10) and add the total. You have this many Character Points.

2) Partially random: Start with a base 30 points, then roll six ten-sided dice (6010) and add the result to your 30. You have this many Character Points.

Note: We could, at this point, warn prospective Referees about the various dodges their players will have for creating "supercharacters". But face it; if they want to create a mondo character, who are we to stop them? You're all big boys and girls now, and if you, as Referee, think your players are getting way outa line, ***why not just go ahead and waste 'em?***

That's the *Cyberpunk way.*

HARDCOPY FORMS

First thing, you're going to need a place to record all of your Headware data. Photocopy (or draw) your own ***Hardcopy Form*** (see the Reference Sheets enclosed in this game) to work on. This is one of two forms you will use when play-,ng *Cyberpunk.* The other is your ***Friday Night Firelight Combat Sheet*** (on the back of the ***FNFF*** rulebook). This is a "disposable" form which you'll use whenever you're in a firefight. They come three to a page so you can write and erase on them as often as needed, without messing up your original Hardcopy Form (where your main information is written). Remember: the Future is disposable.

STATISTICS

Each *Cyberpunk* character has nine statistics--values representing the level of native ability of the character in specific areas of activity. These "stats" are rated from two to ten, with two being the worst possible, ten being the best possible, and the average falling about five or six. Divide your total number of Statistic Points between each of your ten stats, adjusting the amounts in each one as you think best describes the character's natural abilities. No statistic may be less than two or greater than ten.

Intelligence: This is a measure of your problem-solving ability; figuring out problems, noticing things, remembering information. Almost every character type will need a high Intelligence **(INT)**, with Netrunners and Corporates requiring the highest of all.

Reflexes: This is a combined index, covering not only your basic dexterity, but also how your level of physical co-ordination will effect feats of driving, piloting, fighting and athletics. Characters who intend to engage in a great deal of combat (such as Solos, Nomads or Rockerboys) should always invest in the highest possible Reflex **(REF).**

Cool (also known as Will): This index measures how well the character stands up to stress, fear, pressure, physical pain and/or torture. In determining your willingness to fight on despite wounds or your fighting ability under fire, Cool **(COOL)** is essential. It is also the measure of how "together your character is and how tough he appears to others. Rockerboys and Fixers should always have a high Cool, with Solos and Nomads having the highest of ail.

Technical Ability: This is an index of how well you relate to hardware and other technically oriented things. In *Cyberpunk,* the ability to use and repair technology is of paramount importance-**TECH** will be the Stat used when fixing, repairing, and attempting to use unfamiliar tech. While all characters should have

a decent Tech Stat, potential Netrunners should always opt for the highest possible score in this area.

Luck: This is the intangible "something" that throws the balance of events into your favor. Your Luck represents how many points you may use each game to influence the outcome of a critical event. To use Luck, you may add any or all of the points of luck a character has to a critical die roll, until all of your Luck Stat is used up. Luck is always fully restored at the end of each game session.

Attractiveness: This is how good looking you are. In *Cyberpunk,* it's not enough to be good–you have to *look* good while you're doing it (Attitude is Everything). Attractiveness **(ATT)** is especially important to Medias and Rockerboys, who have to be good looking as part of their jobs.

Movement Allowance: This is an index of how fast your character can run (important in combat situations). The higher your Movement Allowance **(MA)**, more distance (in meters) you can cover in a combat phase. To determine your Movement Allowance, multiply the number of points placed in this Stat by 4. This is how many meters the character can run in a single turn. He may leap up to one tenth of this. *Example: I place 8 points in my MA Stat. My character can now run 32 meters (4x8-32) per turn. He can leap 3.2 meters.*

Body Type: Complex determinations of strength, endurance and constitution are based on the characters Body Type **(BT)**. Each Body Type determines how much damage you can take in wounds, how much you can lift or carry, how far you can throw, how well you recover from shock, and how much additional damage you cause with physical attacks. Body Type is important to all character types, but to Solos, Rockerboys and Nomads most of all. Your Body Type is always based on how many points you invest in this Stat: **2 pts=Very Weak, 3-4 pts=Weak, 5-7 pts=Average, 8-9 pts=Strong, 10 pts=Very Strong**.

Designer's Note: *Cyberpunk* is designed to be integrated with a more advanced ***Interlock*** combat system called ***Friday Night Firefight***. While similar in design to other *Interlock* variations, *FNFF* is somewhat more complex than these combat systems, using a hit-pointless damage matrix. For this reason, the actual damage capacity of each Body Type is listed in *Friday Night Firefight* rather than this manual. Further data on encumberance, strength and damage are also listed in FNFF as well.

Empathy: This Stat represents how well you relate to other living things, a measure of charisma and sympathetic emotions. In a world of alienated, future-shocked survivors, the ability to be "human" can no longer be taken for granted. Empathy **(EMP)** is critical when leading, convincing, seducing or perceiving emotional undercurrents. Empathy is also a measure of how close he/she is to the line between feeling human being and cold blooded cyber-monster.

SKILLS&TASKS

Abilities and Specializations in 2013

Skills are used to enhance your ability to perform certain tasks. They represent things you've specifically taken the time to learn and possibly master, (as opposed to your Stats, which only indicate a basic, natural ability at doing something). For example, if you had very good **Reflexes**, you would probably pick up driving a car very easily. But you would not know *how* to drive a car until you had learned the *skill* of **Driving**). Each skill is related in some way to one of your basic Stats. For example, the skill of Handgun is always related to the character's REF Stat. Skills are always rated from 1 to 10, with 1 being a novice level of knowledge, and 10 being a master's level of ability. **Skills are described In the Skill List section of the Reference Sheets, along with all notes explanations relating to those skills**. In addition, players may opt to invent their own skills (see ***Inventing New Skills*** below).

STARTING SKILLS

Starting skills are determined by running the character through the special ***Lifepath*** **Section** of this book. ***Lifepath*** is more than just a skill-determination system, it is also a flowchart of "plot complications" and background "hooks" which will help make your character authentically *Cyberpunk.* The first step to using ***Lifepath*** is to decide which of four types of childhoods you grew up in: ***Normal***, ***Street Kid*** or ***Nomad Brat***. Your character Role doesn't have to conform to this choice-it is possible that you were a Normal kid picked up by Nomads when your folks died, or a Street Kid adopted later by a Corporate family.

Remember: *Cyberpunk* hinges on roleplaying--so make use of the information in your ***Lifepath*** run. Each ***Lifepath*** can generate not only an extensive character background, but also a huge number of possible NPCs who are directly related in some way to the *Cyberpunk* character.

LEARNING NEW SKILLS & IMPROVING OLD ONES

Players can improve their skills or begin new ones by accumulating Improvement Points **(IP)**. As you gain more IP, you'll record these points in the area next to the skill's listing on your Hardcopy Form. When you have collected enough Improvement Points in a skill, the skill's level increases by one level.

The first and second levels of a skill will always cost 10 points each. To determine how many points are required to raise a skill higher than this, multiply the current level of skill by ten. This is how many points are required to raise the skill to the next level. *Example: My Brawling skill is +4. To move from +4 to +5 will require 40 IP. To move from +5 to +6 will require 50 IP.*

Not all skills are equally easy to learn. These skills have an additional IP cost which is tacked onto the basic cost (after multiplication, of course.) This extra cost will be noted in the skill descriptions. *Example: Martial Arts has an extra cost of +10 To raise my Martial Arts skill from +4 to +5 would require 50 IP, not 40.*

There are three ways to accumulate Improvement Points: **study & practice**, **being taught**, and **direct experience**. In all three cases, the amount of improvement is determined by the Referee of your game.

Study & Practice: In its simplest form, you get a "how-to" book and begin practicing. Study is pretty tough--you

Start LIFEPATH

Childhood: This Section covers how you spent the first 16 years of your life; what you learned, and life circumstances. Divide 6 points between these Skills, then go to each Education Section from 1 to 4:

NORMAL: Your Awareness is +2
Your childhood was unremarkable, spent in some suburban area or city project.
Skills: Athletics, Gen. Knowledge, Teach, Language (simple).

STREETKID: Your Awareness is +4.
Your childhood was spent on the mean streets, unsupervised by any adult.
Skills: Brawling, Athletics, Infiltration, Streetwise.

NOMAD BRAT: Your Awareness is +3.
Your childhood was spent on the road with your Pack, learning how to scavenge.
Skills: Brawling, Athletics, Rifle, Drive.

1: STREET EDUCATION

You have learned everything you need to know from the Streets of the city, paid for with blood, pain and hard experience. This isn't a life for everyone; you must roll lower than your Education Chance on 1D10 to enter the school of hard knocks.

Normal: 4 or lower
Streetkid: 7 or lower
Nomad Brat: 6 or lower

If you succeed, spend the next 4 years of your life on the Street, adding +2 to any 6 skills of your choice.

Athletics, Drive, Martial Arts, Basic Tech, Seduction, Thief, Persuasion/Lie, Melee Weapons, Streetwise, Motorcycle, Shadow/Ditch, Brawling, Pistol, Rifle, Med Tech, Stealth, Awareness, Gamble, Intimidate.

2: MILITARY EDUCATION

Anyone with REF and INT Stats of 5 or greater can join the Military. Spend 4 years adding +2 to any 6 skills of your choice. One of these must be Rifle.

Athletics, Drive, Martial Arts, Basic Tech, Seduction, Persuasion/Lie, Melee Weapons, Stealth, Pistol, Rifle, Med Tech, Brawling, Rotor-tech, Aircraft Tech, AV-4 Tech, Cybertech, Gamble, Gen. Knowledge, Awareness, Brawling.

Mustering Out: Roll 1D10 lower than your CL stat to if see if you were any good in the Service. On a failed roll, you were dishonorably discharged and carry "bad paper", a strike against you in some places.

3: HIGHER EDUCATION

You have gone to college or some type of tech school. Not everyone can make it in; you must roll lower than your Education Chance on 1D10.

Normal: 7 or lower
Streetkid: 4 or lower
Nomad Brat: 3 or lower

If you succeed, spend 4 years in College, adding +2 to any 6 skills of your choice.

Athletics, Gen.Knowledge, Drive, Language (simple) Language (complex), Compose/Write, Martial Arts, Human Perception, Basic Tech, Seduction, Paint/Draw, Play Instrument, Med Tech, Sing, Cyber Tech, Software Design, Computer Tech, Interview, Awareness, Photo & Film.

4: 'PICK-UP' SKILLS

These are skills you have picked up along the way, rather than thru training. Select any 4 at level 2. No additional time is taken to learn these 4 skills.

Gamble	Dance
Sing	Intimidate
Play Instrument	General Knowledge
Streetwise	Know S. Language
Drive	Paint/Draw
Thief	Photography
Brawling	Basic Tech
Motorcycle	Seduction
Teach	Persuasion
Specific Knowledge	Wardrobe & Style
Shadowing	Stealth
Compose/write	Disguise
Human Perception	Other*

*Invent your own with Ref's permission

Go to Next Page:
Life Events & Problems

Start Life Events & Problems

This section covers Key Events of adulthood; things which have affected the character's life so far. Add up all of the years spent in College, the Military and on the Street, plus the **16** years of Childhood. This is the character's Age. For every year past age **16**, roll 1D10 on the Life Events table, then move to the indicated Section (for example: Section C for Romantic Involvement). Go thru each subsection until you reach the **Return** command, then go back to the Life Events table and roll 1D10 for the next year.

Life Events & Problems Table

This Section covers key events of your adulthood; things which are background for the character. Roll 1D10 for each year after your 16th, including all years spent on Streets, in Military, or in College.

1D10 Roll	Outcome	Go To:
1	Make a Friend	A
2-3	Make an Enemy	B
4	Lose a Friend (your choice)	B1
5-6	Romantic Involvement	C
7-8	Disaster Strikes	D
9-10	You Get Lucky	E

A: Make a Friend

Choose or Roll sex of Friend

Even= ♂	Odd= ♀

Choose or Roll
Your Relationship to this friend:

1 Like a Big Brother/Sister to You
2 Like a Kid Brother/Sister to You
3 A Teacher or Mentor
4 A Partner or Co-worker
5 An old Lover
6 An old Enemy
7 Like a Foster Parent to you
8 A Relative
9 Re-connect with old Childhood friend
10 Met thru a common interest

Return

B : Make an Enemy

Choose or Roll sex of Enemy

Even= ♂	Odd= ♀

Choose or Roll
Your Relationship to this Enemy:

1 Ex Friend
2 Ex Lover
3 Relative
4 Old Enemy from Childhood
5 Person working for you
6 Person you work for
7 Co-worker or Partner
8 Boostergang Member
9 Corporate Exec
10 Government Official

Goto B1

B1 : Cause of the Dispute

This emnity started when one of you (Choose or roll one):

1 Caused the other to lose face or status
2 Caused the loss of a lover, relative or friend
3 Humiliated the other
4 Accused the other of cowardice or some personal flaw
5 Deserted or betrayed the other
6 Turned down offer or job or romantic involvement
7 Caused imprisonment or exile of other
8 Was a romantic rival
9 Foiled a plan of the other's.
10 Business or professional rival

Goto B2

B2: Reaction of Injured Party

If the two of you met face to face, the injured party would most likely (choose or roll one)

1-2 Go into a murderous, killing rage and attack
3-4 Avoid the other person
5-6 Cause indirect injury any time it's possible
7-8 Ignore them
9-10 Verbally attack

Return

C: Romantic Involvement

How's your Love Life? If you came up with this choice, you had some kind of romantic/sexual involvement that year, even if it was mostly a series of fast affairs and hot dates.

Roll or choose one:		Goto:
1-4	Happy Love Affair	RETURN
5	Tragic Love Affair	C1
6-7	Love Affair with Problems	C3
8-10	Fast affairs & Hot Dates	RETURN

C1: The Tragedy

Choose or Roll One:

1. Lover died in accident
2. Lover mysteriously vanished
3. It "didn't work out"
4. A personal goal or vendetta came between you.
5. Lover kidnapped
6. Lover went insane
7. Lover committed suicide
8. Rival cut you out of the action
9. Lover imprisoned or exiled
10. Lover killed in a fight

Goto C2

C2: Mutual Feelings

Choose or Roll one:

1. They still love you
2. You still love them
3. You still love each other
4. You hate them
5. They hate you
6. You hate each other
7. You're friends
8. No feelings either way; it's over
9. You like them, they hate you
10. They like you, you hate them

Return

C3: The Problem

Choose or Roll One:

1. Your Lover's friends/relatives hate you.
2. Your Lover's friends/relatives would use any means to get rid of you.
3. Your friends/relative hate your lover
4. One of you has a romantic rival
5. You are separated in some way
6. You fight constantly
7. You're professional rivals
8. One of you is insanely jealous
9. One of you is "messing around"
10. You have conflicting backgrounds and families

Return

D: Disaster Strikes!

Roll 1D10

1 Financial Loss or Debt: Roll 1D10 x 100. You have lost this much in Eurodollars. If you cannot pay this now, you will have a debt to pay--in cash or blood.

2 Imprisonment: You have been in prison, or possibly some type of hostage. Roll 1D10 for the length of term, and add this to your age. Do not roll for events during this time.

3 Illness or Addiction: You have contracted either an illness or drug habit during this time. Lose 1 point from REF as a result.

4 Betrayal: You have been betrayed in some manner. Roll another D10. On 1 -3, you are being blackmailed. On 4-7, a secret was exposed. On 8-10, you were backstabbed by a friend either in career or romance (you choose).

5 Accident: You were in some type of terrible accident. Roll 1D10. On a 1-4, you were terribly disfigured and have an ATT of 1. On a 5-6, you were hospitalized for most of the year. On a 7-8, you lost a year of memory. On 9-10, you constantly relive nightmares of the accident.

6 Lover, Friend or Relative killed: You lost someone you really cared about. Roll 1D10. On 1-5, they were killed accidentally. On a 6-8, they were murdered by unknown parties. On a 9-10, they were deliberately killed and you know who did it.

7 Falsely Accused: You were set up. Roll 1D10. On a 1-3, the accusation is theft. On 4-5, it's lying. On 6-8, it's murder. On 9-10, rape or assault.

8 Hunted by the Law: You were hunted by the law for crimes you may or may not have committed. Roll 1D10. On 1-3, only a couple cops want you. On 4-6, it's the local cops after you. On 7-8, it's the State police or militia. On 9-10, it's the FBI or equivalent national force.

9 Hunted by a Corporation: You have angered some local corporate honcho. Roll 1D10. On 1-3, it's a small, local firm. On 4-6, it's a larger corp with offices statewide. On 7-8, it's a big, national corp with agents in major cities On 9-10, it's a huge multinational with armies, ninja and spies everywhere.

10 Mental or Physical Incapacitation: You have experienced some type of mental or physical breakdown. Roll 1D10. On 1-3, it's some type of nervous disorder, probably from some bioplague--Lose 1 pt. REF. On 4-7, it's some kind of mental problem: you suffer anxiety attacks, phobias. Lose 1 from your CL stat. 8-10, its a major mental problem. You hear voices, are violent, irrational, depressive. Lose 1 from your CL stat, 1 from REF.

Return

E: You Get Lucky

Roll 1D10

1 Make Powerful connection in City Government Roll 1D10. On 1-4, Police Chief. On 5-7, it's District Attorney. On 8-10, it's Mayor's Office.

2 Financial Windfall: Roll 1D10 x100 for amount in Eurodollars.

3 Big Score on Job or Deal: Roll 1D10 x100 for amount in Eurodollars.

4 Find a Sensei. Begin at +2 or add +2 to a Martial Arts Skill

5 Find a Teacher: Add +2 to any INT based Skill, or begin a new INT skill at +2.

6 Powerful Corporate Exec owes you 1 favor.

7 Local Nomad Pack befriends you. You can call upon them for 1 favor per month, equivalent to a Family Ability of +2.

8 Make a friend on the Police Force. You may use him for inside information at a level of +2.

9 Local Boostergang likes you (who knows why. These are Boosters). You can call upon them for favors equivalent to a Family of +2 once per month. But don't push it.

10 Find a Combat Teacher: Add +2 to any pistol, rifle, assault weapon or Hand to Hand weapon Skill, or begin a new one at +2.

Return

ENDING LIFEPATH

Once your skills are completed, move to Getting Fitted for the Future, Pg. 18, and get outfitted.

Note: If you are playing a Corporate, Rockerboy, Media, Techie, Solo or Cop, there is a 50% that you have a steady job (roll 1D10. 5 and below, you're employed. Now find out your monthly salary:

Corporate: Roll 3D10x 100
Media: Roll 2D10 x 100
Solo: Roll 3D10 x 100
Techie: Roll 4D10 x 100
Rocker: Roll 2D10 x100
Cop: Roll 2D10 x 100

have no idea of where to begin, and no one to correct your mistakes. The biggest limit to this type of learning is that you can only improve your skill from a level of zero to a level of +2.

Being Taught: Finding a teacher is far superior to self-teaching or book learning. The teacher must have a higher level of skill than the student, and must have the time to teach you (how long this takes, of course, is determined by the Referee). But even the most knowledgeable of teachers may not be able to transfer that knowledge. That's where the skill of **Teaching** comes into play. The teacher must average his skill in the subject to be taught with his teaching skill. He may then teach the student up to that level of skill. How long this takes is up the the Referee, who awards IP over the passage of time.

Experience: Still the best teacher. Whenever you do something well, the Referee rewards you with Improvement Points right on the spot. The problem is that these points will be applied to the skill you were using when you got the reward. Therefore, if you want to get better in a particular skill, it's important to *use* that skill every chance you get. Referees should use an even hand when rewarding Improvement Points, not only rewarding players for doing things well, but also for demonstrating both roleplaying ability and teamwork. In general, we suggest not awarding more than six points per skill per game session.

INVENTING NEW SKILLS

You can also invent new skills to cover new needs, should you want to do so. To do so, you must first convince the Referee of your game to let you have that skill. You and the Referee should work together to determine:

1) Exactly what does this skill allow you to do?
2) How (according to your Character Conception) did you acquire this skill?
3) What are the specific limits of this Skill (what can't I do with it?).
4) What Stat is this skill connected to and why?

Referees should be careful to make sure that player skills are neither too specific ("Shoot .45 Caliber Handgun with Laser Sight"), or too general ("Shoot Anything Well"). You should insist on a middle ground which covers a general ability to use the skill, yet does not give the player an unreasonable advantage in all possible ("Shoot Handguns"). The Referee is always the final arbiter of decisions on skills.

TASKS

Most of the time, your character will be able to do most ordinary things without difficulty. But certain things will require that the character make a **Task Attempt** to see if he can successfully perform the intended action. Each Task is rated by the Referee from Simple to Impossible. Each rating has a corresponding numerical value, called a **Difficulty**.

Easy	**+ 10**
Average	**+ 15**
Difficult	**+ 20**
Very Difficult	**+ 25**
Impossible	**+ 30**

When making a Task Attempt, first determine which of your statistics is the most appropriate to use to perform the action. For example, if you were trying to stand on your head, REF would be best. If you were deciphering a code, INT would be the most appropriate.

Next, if you have any *one* skill directly relating to the task at hand, add that skill to the Stat. You may apply only one skill to a task at any time.

Finally, roll 1D10 and add the combined totals of your die roll, your Stat, and your selected skill. Compare your total with the Task's Difficulty. If your total is higher, you have succeeded; on a lower or tied roll, you have failed.

Here's an example: Johnny Silverhand needs to break into a locked room, a task the Referee considers to require some training. As such, it has a Difficulty of 15. His most applicable Stat is Technical, because this is a task that requires manipulating a mechanical object. Johnny isn't much of a Techie (his Tech Stat is only +3, enough to change his guitar strings and plug in his amp). But Johnny also picked up Thief +3 as one of his early Background Skills. This gives him a base ability of +6. Johnny will need to roll at least a 10 to pick this lock.

If you are making an attempt against another player character, the opposing player will combine his most applicable Stat, skill and 1D10 roll. On a higher or tied roll, the defending player wins.

Modifiers

Modifiers are values which are added to the difficulty of a task, reflecting adverse conditions or extra problems. Modifiers work best when you are dealing with very ticklish or picky situations; things where life and death tasks must be performed. At these times, players will want every advantage they can get, and a simple decision like The task is Very Difficult." will create more friction than its worth. At these times, you will probably want to make the steps of the task clear by using Modifiers. In addition, Modifiers allow you, as the Referee, to determine the relative difficulty of doing something and the effect of prevailing conditions.

Basic Difficulty Modifier's

Complex repair	+2
Very complex repair	+4
"It's Never Been Done Before."	+6
Don't have the right parts	*+2*
Don't have the right tools	+3
Unfamiliar tools, weapon or vehicle	44

Under stress	+3
Under attack	+3 to 4
Wounded	+2 to 6
Drunk, drugged or tired	+4
Hostile environment	+4
Very hostile environment	+6
List of instructions for task	+2
All the other players are "kibbitzing" while you're trying to do the task	43
Has never performed this task before	+1
Difficult acrobatics involved	+3
Very difficult acrobatics involved	+4
Impossible acrobatics involved	+5
Information hidden, secret or obscure	+3
Well hidden clue, secret door, panel, etc.	+3
Complex program	+3
Very complex program	+5
Complex lock	+3
Very complex lock	+5
Target on guard or alerted	+3
Brightly lit area	+3
Insufficient light	+3
Pitch blackness	+4
Trying to perform secretive task while under close observation	+4

STARTING FUNDS

Each *Cyberpunk* character begins with a flat **$2,000.00** Eurodollars (the worldwide standard of currency, although others are still used). This money can be used to buy food, clothes, gear, weapons, armor. All of these are listed in the ***Gear*** section of the Reference Sheets.

Getting Fitted For the Future

The *Cyberpunk* future is mobile. Like the cowboys of the Old West, most people carry their lives on their backs--miniaturized sleeping, eating and entertainment components crammed into carryalls and the back seats of cars. The stuff you carry is around known in *streetslang* as your **outfit**. A typical outfit might include:

- Inflatable bed (folds to a 6"x6" package for easy storage)
- Compressable down sleep-bag (wads to the size of a paperback book)
- Micro-stereo compo (a microsized boombox with stereo speakers or headphones, possibly CO, tape player, TV and certainly radio)
- Handful of tapes or CDs
- Laptop or pocket computer (for notes, writing, business, links to computer networks)
- Cybermodem, cables (if you're a Netrunner)
- Pocket cellular phone (the phone is bought, the service is rented by the month)
- Mini-light/alarm clock
- Mini-micro heater
- Handgun, knife or both. Possibly an assault rifle of SMG and a couple backups as well. Always extra ammo.
- Body armor (usually an armor jacket or bullet-proof T-shirt).
- Personal things, like clothes, toothbrushes, etc.

Most of this is crammed into a shoulderbag or duffle sack. Most *Cyberpunk* characters aren't much for settling down. Rockerboys always have the next gig. Solos have to keep moving--the next job requires it, and you keep moving anyway before your enemies figure out where you're sleeping these days. Cops, Netrunners, Medias and Techies are always on the move--on stakeouts, hard stories, or running from the various people you've brought down on yourself with your Netrunning. Nomads-well, they don't have homes to start with, and what good is it if you can't cram it on the back of your bike anyway? Even a Corporate may find himself living out of a sleeping "cube" in the Tokyo airport if times get rough.

The point is, a computer society makes it easy for people to live like campers *all the time.* Why should you have to go home to listen to your favorite music, when you can carry your CD player with you? Missing phone calls and hate answering machines? You carry your phone with you and plug into the cellular network; making your business calls on the run from your favorite restaurant or driving your car. Why bother with cooking when you can grab something quick from a hundred fast-food stores? Why keep clothes when you can use them till they wear out, then buy new ones? You'll rent a sleeping cube for the night, put up your personal stuff, and blow out in the morning. Remember:

The Future Is Disposable.

Remember; the key to any *Cyberpunk* run is *thinking* Cyberpunk. Think rootless and mobile. You don't know where you're sleeping tonight, and you don't care. You've got a bed in your bag, some tunes in your pocket, some cash for food. And a gun to make sure no one takes anything away from you.

ENCUMBERANCE

In most cases, encumberance isn't a big problem for a *Cy-*

berpunk character-he's going to keep the majority of his gear in his apartment or his car. A *Cyberpunk* character can carry around as much in kilograms as the number of points invested in his Body Type Stat, multiplied by 5. He can deadlift four times this amount. *Example: I have spent 6 points to get an Average Body Type. I can carry up to 30 kilograms; roughly 60 lbs. I can deadlift 120 kg–about 264 lbs.*

Rather than list **exact** weights of everything you could possibly want to carry, we have arranged a far simpler system of classification. The following weight groups are more useful to the Referee who must make a general determination of how much a player can carry.

.5 kilos or less
1 box of ammo • cellular phone • personal stereo- pocket computer • cybermodem • interface cables • pocket TV • 35mm camera • tape recorder • flashlight • binoculars • Swiss knife • article of clothing • fighting knife • switchblade • mirrorshades • .22 pistol • nylon carrybag • Kevlar helmet

1 Kilo or less
.45 automatic • .357 Magnum • .44 Magnum • 9mm automatic • .38 Special • sleeping bag • radio/CD player • video camera • toolkit • medical kit • laptop computer • armor vest/ T-shirt.

3 Kilos
Uzi submachinegun • H&K submachinegun * electric guitar • drum synthesizer • inflatable bed • M-16 assault rifle • AR-15 assault rifle • .30-.30 rifle • 20 gauge shotgun • Armor Jacket • Kevlar flack pants or vest

4 Kilos
electric keyboard • amplifier • AK-47 assault rifle

Putting the Cyber into the Punk

Cybernetics in 2013

Forget everything you ever thought about cyborgs. Everything.

This is the 2000's. Today's cyborg is stylish. His cybernetics are designed for a streamlined, high-mover lifestyle. Whether equipped with implanted data chips in his nervous system to enhance his tennis game, or bioengineered miniweapons for his personal protection, the cyborg of the 2000's is the cutting edge of high tech living.

But he isn't a walking machine either. Cybertech is smoother than that-less obvious. You have to integrate your newtech gadgets into a slick, seamless whole. You're either predator or prey here, and the faster you learn to blur the line between the two categories, the longer you'll survive.

And that's the point. Survival.

Cyberfashion

It's hip and aware to have "hi-teck" grafted onto your body somewhere. If you can afford it, you probably have at least a couple "enhancements": a few software chips installed in your nervous system to interface with your computer, remember your appointments (the ever-popular *Daytimer™* chip, for example), and improve your racquetball reflexes. If you're "cutting edge," you probably have interface "plugs" to operate computers and vehicles mentally. Maybe your eyes are cyberoptic with a recording function and the latest iris tint (polychrome is big this year), or your hearing is "boosted" to better hear the gossip in the executive lounge.

If your job involves some type of security or combat function (and most occupations of the 2000s have at least one combat aspect), your probably have two or three types of combat software, as well as plugs and interfaces for a "smartgun." As a Solo, you may have have had one or more limbs replaced with cyberware prosthetics, allowing you to hide a variety of tools and weapons in your body, as well as giving you an edge in speed and strength.

As a Cyberpunk, you're going to want to get your hands on the best of this exciting and expensive newtech. And expensive is the word. The average "enhanced" character with, say, one cyberoptic (targeting scope & IR enhancement) , a reflex boost, one superchromed arm with a .25 cal submachinegun, interface plugs and chipware for *Martial Arts, Rotorwing Pilot* and *Pistol is* an investment of over three thousand dollars! Of course, the ambitious Cyberpunk already knows at least twenty five ways (most of them illegal) to raise that sort of paltry sum.

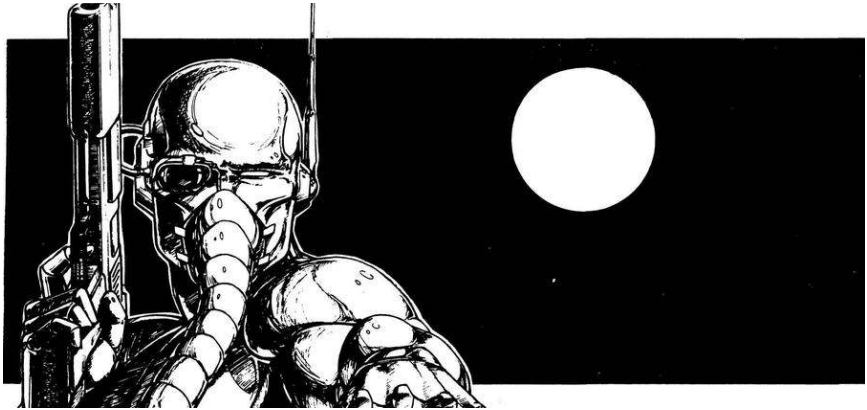
But before you start loading up, there's a catch.

HUMANITY INDEX

Something happens when you start adding metal and plastic to people. They start to change. And it isn't pretty.

In the 2013, we call this cyberpsychosis; a mental disease in which the addition of cybernetics causes an already unstable personality to fragment. At first, the victim begins to relate more to machines than to humans. Soon, he starts to ignore people-parents, friends, lovers. Eating, sleeping all become less important. Finally, human interactions begin to irritate, culminating in a terrifying rage that consumes the victim entirely.

So, how do I get cyberpsychosis?



Every character in *Cyberpunk* has a **Empathy Stat (EMP)**. This Stat is a measure of how well the character relates to other people, and is the basis of such skills as Leadership, Lying, Convincing and Seduction. Likewise, every piece of cybernetic equipment has a corresponding **Humanity Cost**, which is added together to get an overall Humanity Cost of your enhancements.

For every ten points of Humanity Cost, the character loses one point of Empathy. *Example: I add four new cybernetic devices for a total Humanity Cost of 36. I will lose 3 points of Empathy.*

This can start to cost you. With an Empathy of 3, the character is something of a "cold fish," emotionless and cold. With an Empathy of 2, the character is chilly, forbidding, and distinctly unpleasant to others. With an Empathy of 1, the character is usually violent, sociopathic and vicious. He must constantly fight to keep from going over the edge and committing irrational, violent acts of murder and mayhem. **If all cybernetics are removed and the character receives therapy, he will recover 2 points of his Humanity per weekly therapy session.**

At an Empathy rating of 0 or less, the character is fully in the grip of cyberpsychosis. He is driven by a maddening hatred of other humans or living things. At this point, there is no turning back---the character is taken over by the Referee, who plays it as a non-player character with all the worst attributes of a murderous, mechanized psychopath, called a ***cyberpsycho***.

Cyberpsychosis is a growing problem of the 2000s. While therapy is a constant option, the hardest part is getting the patient into therapy. What do you do when a metal armored, cyberboosted maniac starts randomly killing people? If you're the Government, you organize a special squad of professional police with one job--to hunt down and kill murderous cyberpsychos.

So *how does this all apply to me?*

Simple. Each time you add on a cybernetic enhancement, there's a corresponding loss of humanity. But it's not nice, simple and linear. Different people react differently to the cyborging process. Therefore, your Humanity loss is based on the throw of a random dice value for each enhancement. This is important, because it means that sheer luck could put you over the line before you know it.

Now you know. Walk carefully. Guard your mind.

CYBERTECHNOLOGY

Cybertechnology can be purchased almost anywhere. Most of the medical procedures are simple, walk-in types of surgery, with installations taking place in shopping mall clinics *(**Bodyshoppe**, **Fashion/Fusion**, and **Parts N' Programms*** are three popular chain stores) or drop in medical centers (***Docs R U s***). Think of it like getting your ears pierced, circa 1980. You can even have upgrades and improvements plugged into the old hardware for the cost of the new parts, allowing you to start small (called *stripped* or *economy)* and add as you go.

What can't be bought openly are the types of hardware known as **black market cybertech**. These items can only be purchased through criminal contacts on the Street, and installed by high priced, underground medtechs known as ripperdocs. Black market tech often dangerous, badly installed, and always expensive. But hey, we're all big kids here, and besides, you know what to do to a ripperdoc who messes around with you, right?

Boosterware

Some of the most important aspects of cybertech are invisible to the naked eye. These types of enhancements, known as boosterware, are usually in the form of tiny chips and nerve amplifiers that increase existing abilities.

Sensory Booster: This specialized microprocessor chip is implanted at the base of the brain stem, and amplifies signals from the optical, auditory and tactile nerves. Colors are brighter, movements more noticeable. Hearing levels increase into the super and subsonic, as well as extending hearing range. Food tastes better, smells are more pungent, and touching things more sensuous. People with boost have a tendancy to get totally absorbed in everyday tasks, like eating or touching–because the intense sensory feedback makes even minor sensations seem incredible. To control this, most boosterkits have special cut off switches, allowing the user to control which senses are boosted, or even shut the entire thing off if needed. In game terms, this allows you to add *+2* to any Awareness Rolls, but you may have a tendancy to "bliss out "at unexpected times.

Reflex Booster: This is a specialized Trigger Reaction Computer (TRC) implanted in the lower spine. The booster amplifies and speeds up nerve signals, giving the person increased reactions and reflexes. In game terms, this adds *+2* to your Reflex Statistic, which in a person with an already high Reflex can mean superhuman reaction speeds. If your REF Stat is raised above 10 by the addition of a Reflex boost, you will always move as if you have an Ambush advantage, with a free phase of action before anyone else (except other Boosters over REF 10).

Cyberoptics

A combination of digital processor and camera, cyberoptics are replacements for normal eyes. Cyber vision is just like regular vision, only better. Colors are brighter, images sharper. And that's just the start.

Want to see life as a 30s black and white movie? No problem. Telescopic or microscopic vision? Optional. Infrared and low light vision? Standard for solos.

Cyberoptics look exactly like normal eyes, although a wide variety of fashion iris colors are popular (amber, white, burgundy and violet are very common right now). Some versions are transparent, with glitter or lights swirling inside of them. Other are superchromed for a more "cyber" took. Others can change eye color at will or to match clothes and surroundings. Some even have tiny designer logos around the iris. Cyberoptics with cameras or weapons usually load from the front, with the iris opening up when the front of the eye is depressed.

Options:

Infrared: Allows user to see in pitch blackness, using heat emissions for image reception

Micro/Telescopies: Allows user to see microscopic images or see telescopies equal to a 30X scope.

Microcamera: 10 exposure minicamera activated by squinting. Film is automatically ejected from iris when last exposure is taken.

Times Square™ Marquee: Scrolling red letter screen in upper edge of vision, linked to either a software chip readout or a radio link.

Targeting Scope: This projects a targeting sight into the field of vision at will. The targeting scope will read range to specific objects, speed of movement, bearing and size, as well as providing several types of scope reticule for aligning weapons. When chipped into a "smartgun", the scope will match the targeting sensors of the gun with what you are looking at, then flash a "ready signal" when the target is acquired. In game terms, this option allows you to add +1 to all ranged weapon attacks.

Anti-dazzle protection: Auto stepdown compensates for harsh sunlight, flares, etc. Never need sunglasses again.

Low-Lite: Allows user to see clearly in dim light conditions, down to very faint moonlight or distant streetlamps.

Image Enhancement: High res graphics capability allows user to enhance and refine images viewed. When activated, increases Awareness Skill by +2, allowing user to pick up visual cues in greater detail.

Thermograph Sensor: Allows user to see heat patterns of objects, people. Cooler things show up as dark to light blue, hotter things as red or orange, and the hottest of all as yellow or white. Can be used to distinguish a warm body against a wall, in pitch darkness, or presence of cybernetics (which are always cooler than normal body temperatures).

Dartgun: Two shot dartgun with range of 1 meter, Very Accurate. Poison dart will penetrate up to Level 3 armor with lethal dose.

Cyberaudio

Cyberaudio systems patch into the auditory nerves and speech centers of the brain. This enhancement affects both ears, and also includes a subvocalizing mike on the mastoid bone. There is no visible change to the outer ear, although some cyberpunks replace the outer ear with a set of mechanical speaker pickups for max effect.

Options:

Radio Splice: A microminiature radio transceiver, usually mounted at the base of the skull and using your fillings as the antennae, and activated by clicking the teeth together sharply. To talk, you merely subvocalize (mutter under your breath). Reception is carried out in one of two ways: 1) a receiver directly vibrates the mastoid bone, giving you a small tinny voice in the back of your head; 2) linked to a cyberoptics Marquee option, incoming messages are flashed into the upper edge of your field of vision as red scrolling letters. In game terms, having a radio implant gives you the ability to talk to any reciever on the same band frequency for up to 1 mile. It also means you occasionally get someone else's radio messages.

Phone Link: An improved radio splice, this implant is wired to communicate directly to your personal cellular phone. In practice, it allows you to do everything the radio splice does, but you must have your phone within 3 meters of you, and it must already be turned on and the number dialed. Audio splice is commonly used by busy Corporates who want to be able to answer calls, even in a meeting. One of the biggest advantages of audio splice is it's range-anywhere your phone will go, you can go. Even the Moon.

ECM Scrambler: This implant improves your radio or audio splice with a scrambler, so it cannot be listened into. In game terms, this makes all radio or audiosplice communications private, unless the interceptor has a descrambler unit and a lot of time on his hands.

Bug Detector: This mini reciever is designed to pick up vibrations transmitted on all types of radio "bugs". When the bug is active, it's transmissions make a small beeping noise in the back of your head, getting louder as you get closer to the bug. In game terms, this gives you a 6 out of 10 chance (roll 1D10, choose your six numbers) of detecting any bugs within 10 feet of you. A normal option for Corporates, Fixers and Solos.

Wear man: A variant of the radio splice, the WearMan mounts twin vibration speakers on your mastoid bones, making your skull into a audio system of concert hall quality. A tiny chip mount wired into the earlobe allows you to plug in a variety of music chips, all fashioned to look like earrings. Or you can plug in direct to your interface plugs. Each chip contains about 100 songs. Selections are fast forwarded by squeezing the earring gently, once per selection. When the chip is removed, the WearMan turns off. A teenybop fave.

Microrecorder: Records up to 30 minutes on internal wirespool, using auditory nerves as microphone. Replay can be through mastoid bone connects, or picked up off the spool by using interface plugs or contact 'trodes.

Interface Plugs

These are the staple of cybertech culture. Usually installed into the bones of the wrist or skull, they tap into major nerve trunks and use modified TR chips to send and receive neural signals. You must have two plugs in order to interface. You must place your plugs in a "meat" part of your body--they cannot be installed in a cyberlimb.

The operation is pretty simple and can be done on a lunch hour in any drop-in clinic. A powerful anesthetic blocks the pain, while a combination scalpel-punch and drill mounts the plug. Bio-growth gel promotes fast healing, leaving a plastic socket about the size of a dime, usually covered with a plastic cap. In use, the plastic cap is removed from the socket and a cable (much like a heavy-duty phone cord and connector plug) is clicked into the socket.

Interface plugs are not universal, but are quite common. There are a number of personal styles about them. Most people wear their plugs on wrists for ease of use. Occasionally, a true cybertechie will mount them at the temples (a "plug head"), just behind the ears (called a "frankenstein") or in the back of the head (a "puppethead"). Some cover them with inlaid silver or gold caps, others with wristwarmers. Once again, a matter of style.

In game terms, interface plugs allow the player to directly link to many types of machines, such as computers or cybervehicles. Many companies will pay for thier installation--quite a few factory and construction workers now "stud" directly into their machines. Interface plugs are critical to people like Netrunners (who must have them to gain the speed and ability to "run" the Net), and Solos (who use them to operate smartguns).

Cybervehicles: These are cars, AV-4's, aircraft, rotorcraft or motorcycles which have had their normal control systems replaced by a computer. The character plugs directly into the computer using interface plugs and cables, sending commands thru his own nervous system. Power servos then steer wheels, depress accelerators, and control braking. Cybervehicles are inhumanly responsive-- like driving an extension of yourself, in fact. As a result, a cyberassisted vehicle will automatically give you a +2 on any driving, piloting or motorcycle driving skill you are using at the time. To modify a normal vehicle to cybervehicle stats costs an additional 40% of the base vehicle cost.

Smartguns: Smartguns are modified versions of normal firearms, linked to an internal microcomputer, which in turn is jacked to a human operator. A smartgun uses a small sonic or laser scope to lock onto the target, scanning it thousands of times per second. As the gun traverses over the desired target, the computer link picks up your mental "fire" signal and triggers the gun Smartguns are far more accurate than most other guns; using them automatically gives you a +2 to any firearms attack you are making. The cost of adapting a normal gun to smartgun configuration is $1000.00 for the laser scanner, internal computer, and installation.

Optionware (no maximum)

While a cyborg is usually defined as anyone who has mechanical technology grafted into his body, the line is actually pretty nebulous (is your girlfriend a cyborg because she wears contact lenses? Is your grandmother a cyborg because she has a hearing aid and an artificial hip joint?). In this hazy zone of cybertech is Optionware--little hitech gadgets common to the Cyberpunk future. Most of these require surgery so minimal that they can be installed at the local shopping mall on a lunch break (just like getting your ears pierced).

Optionware Includes:

Scratchers: Implanted metal or carbo-glas fingernails. The indredible sharpness of the materials makes these as deadly as razor blades (1D6/3 damage). Scratchers cut on the bias, requiring the user to slice crossways, not rip downwards. Most people lacquer their scratchers, making them undistinquishable from normal nails (the enamel has no effect on the sharpness). These are not considered lethal (and therefore Blackmarket) cyberwear and can be purchased in any local clinic.

Vampires: imparted fangs, usually made up of carbo-glas or superchromed metal. You can have a full set implanted (called the Sharkgrin Special, it causes 1D6/2 in bite damage), or canines only (1D6/3damage). These are considered to be "decorative', not Blackmarket cyberwear, and can be purchased in any local clinic.

Rippers: Longer, heavier versions of scratchers (1D6damage). The top two joints of each finger are replaced with a plastic and metal sheath, in which three inch carbo-glas claws are housed. The rippers can be extended by clawing the hand in a catlike fashion. Most people wear false fingernails over their rippers, making them much harder to spot. Rippers are considered a form of Black Market Cybertech and as such is not accessable through the average on-the-Mall clinic.

Biomonitor: This is a favorite of Solos, gadget freaks, and harried Corporates worried about their blood pressure. Mounted just below the skin of the upper arm, the Biomonitor gives a constant readout of pulse, respiration, brainwaves, blood sugar, temperature, and cholesterol levels. The display is a pattern of word-shaped LEDs, each running a color sequence from red (critical) to green (excellent). As conditions change, the colors change as well. The user merely shoots back his cuff, looks for the little glowing word display he wants, and checks the color. In game terms, this adds *+2* to your resistance to panic & fear **(CL)**.

Skinwatch: The predecessor of the Biomonitor, the Skinwatch is implanted just below the epidermis, and uses tiny LEDS to project glowing numerals through the skin. Skinwatches can be mounted anywhere, although the hand, wrist and fingers are the most common. Advanced versions can be reset by pressing the

display gently until the right number combinations come up; really advanced versions have alarms that beep quietly. Use your imagination.

BlgKnucks: Reinforced knucklebones , giving the fist the impact value of a pair of brass knuckles (1D6 +2). This is considered a form of black market cybertech, and as such is not accessable through the average on-the-Mall clinic.

Slice N' Dice: Mono-filament wire spool, mounted in end of one finger, with weighted, false fingernail to give it balance and swing. Monomolecular wire will cut through almost any organic material; most plastics. Can be used as a garrotte, cutter or slicewhip. This is considered a form of black market cybertech, and as such is not accessable through the average on-the-Mall clinic.

CHIPWARE

There are a wide variety of cybernetic devices available to the man on the move in the 2000s. But the basis for all of these newtechs is ***chipware*** (also known as *wetware* by some): bio-plastic circuitry that allows the human body to mesh with the power of silicon microprocessors.

There are two types of chipware; **reflex (APTR) chips** and **memoryware (Mram) chips**. Each piece of chipware operates exactly like the Skill of the same name. To use chips requires two separate installations: a processor located at the base of the spine, which translates the chip data into useful information, and a set of interface plugs. The chip itself is a small transparent red disc about a centimeter across, with a microchip imbedded in the plastic. It is inserted into the interface plug face down. It takes one combat phase to change chips. You may "run" as many separate chip programs at one time as your current INT Stat.

Example: My INT is 7. This means I can have up to seven different program chips operating at one time. I could be chipped for ***Martial Arts***, ***AV-4 Piloting***, ***Pistol***, ***Assault Weapons***, ***AV-4 repair***, ***Play Rock Guitar*** *and* ***Specific Knowledge: Rock Songs of the 1960s****. However, I could not use any other chips until I'd removed one of these seven.*

Having chipware is like having instant skills whenever you want them. The problem is, chipware is very expensive, and limited to only the lowest levels of a specific skill (usually a level of +1 to +3). To progress further, you would have to have a specially designed chip built at a higher level (not an easy proposition). A natural skill, on the other hand, progresses by use and this increase in ability costs nothing except time.

Another problem with chips is that unlike natural skills, you can't *learn* to become better. If you're chipped for a Martial Arts of +2, you'll be at that level of skill until you die, no matter how many fights you get into. You also can't combine natural and chipwared skills; for example, combining a chipped Martial Arts of +2 with a natural Martial Arts skill of +5 to get a total of +7. The programmed responses of the chip will always override natural responses, setting the level of skill equal to that of the chip.

Chips are best used when you need to know a lot of things all at once, but not very well. With chips, you can become a limited martial artist, pilot, driver, marksman. You can know a little bit more than you did before about a variety of subjects, but nowhere near as much as you would if you'd hit the books and studied.

REFLEX (APTR) Chips

These are chips for Reflex-based skills only, such as weapon firing or hand to hand combat knowledge. These *Augmented Programmed* TRCs *feedloop* --record a specific neural signal from one source, record it in memory, then use the recording to activate a series of muscle reactions in another source. Theoretically, these chips should allow even the lowliest "grunt" to have the skills of a karate master, the shooting ability of Wyatt Earp, and the reflexes of an Olympic athlete. But the limits of programming restrict what you can learn from a chip to a relatively low level (about +1 to +3)

In addition, a Reflex chip must adapt to your specific neural and muscular patterns, adjusting it's instructions to fit your body and vice verca (after all, the karate master who was the pattern for the chip might have been five foot ten and you might be six foot three). It learns your body movements by sampling your responses as you practice using the chip. This process is known as "chipping in" and is required before the chip can be fully functional.

Chipping in takes **2 full hours of practice** for every level of the chip. This means, for example, if you've been chipped for Martial Arts +3, it will take six hours of practice before the chip has "learned" enough about your body to be fully functional. If you only get two hours of practice, the chip will function as a Level +1-- practice for four hours, and it's raised to +2.

Memory (MRAM) Chips

These are chips for information only, used for storage of raw data on a specific subject. A memory chip operates just like a skill of the same type, is rated from +1 to +3, and is applied to the same Stat as the original skill (for example, *AV-4 Tech* would be combined with your TECH Stat, while *Simple Language* would relate to your INT Stat). MRAM chips do not require a previous knowledge of the skill involved and have no "chipping in" time.

ARTIFICIAL LIMBS

When the man on the Street thinks of cyborgs, what he thinks of are artificial limbs; whirring, glittering metal constructs of steel, wire and microchip circuitry. Although real arms, legs and organs can easily be grown in bio-tanks or replaced from body banks at a much lower cost, artificial limbs are still a popular fad of the *Cyberpunk* future. They are chromed, airbrushed, jeweled, lighted and even sculpted in the pursuit of true cybertech chic.

Under all the designer fashion, cyberlimbs are basically

steel and plastic frameworks, using plastic fiber bundles for muscles, and backing this with pistons, gears and sophisticated chipware. This entire assemblage is powered by a battery good for two years of use (replacement batteries cost $25.00 Euro). The standard limb replacement is much like a regular arm or leg in structure, but can be armored for greater survivability. The basic cyberlimb comes stripped, but you can add weapons, hidden compartments, and even a flexible, glove-like covering that is very close in feel to real skin (of course, the real hardcores just have the whole thing *chromed* for max effect). Cyberiimbs are very expensive and require major surgical installation in a hospital or surgical ward.

Cybanlimb Myths & Abilities

The popular myth about cyberlimbs is that they enable their owners to perform all kinds of superheroic feats. To a point, it's true; cyberlimbs can be designed with boosted strength and speed, using synthetic muscle fibers and silicon chips. What you *won't* find are people running at 200 miles an hour, bending steel bars with their hands or throwing Volkswagens around. Why *cant* you go around lifting cars and punching down walls like the cyborgs in the comics? Simple physiology. The replacement limb must be able to work in concert with the remaining "meat" parts of the body. Even if your arm was ten times stronger than before, the back and shoulder muscles supporting that cyberlimb wouldn't be--and they'd shred long before the artificial muscles did. But within limits, a cyberequipped person can do some pretty impressive party tricks:

Crushing: A cybernetic arm uses synthetic muscle fibres instead of flesh and blood. They don't get tired, and they don't feel pain. They are also much stronger than normal muscle tissue. This gives a cyberarm tremendous gripping power. All cyberlimbs can easily crush light metals, woods and plastics. They can crush glass and plastic to dust (although they can't crush limbs of coal into diamonds!). In combat, any crushing grip with a cyberarm will do 2D6 killing damage.

Pain: Cyberarms never grow tired, allowing the wearer to hang from high places indefinitely. You can turn off the touch sensors with the flick of a switch, eliminating pain and allowing you to perform feats such as reaching into raging fires, dabbling in tanks of liquid nitrogen, and picking up redhot pokers. A gunshot wound to a cyberlimb has no pain effects; you don't have to make a saving roll against shock and stun.

Damage: Cyberlimbs can take (and dish out) a tremendous amount of damage, so much so that they are treated like machinery for the purposes of game combat. All cyberlimbs can take up to 20 points of structural damage before they are useless, and up to 30 points of structural damage before they are destroyed. If armored, the Kevlar armor coating has a Stopping Power equivalent to an 18 point armorjacket.

A cyberarm punch does 1D6 in killing damage to it's target; wall, car, someone's head; no matter. A cyberleg kick will do 2D6 in killing damage.

Leaping: Cyberlegs employ powerful pistons and microservos, backed by bundles of synthetic muscles. With a pair of them, you can leap tremendous distances. Characters with paired cyberlegs can leap 6 meters straight up, or make a running jump of up to 8 meters.

BODY PLATING

Body plating is the ultimate step in cybernetic replacement. By reinforcing the spine and hip joints with metal, interlacing myomar fibers into the muscles of the torso, replacing the arms and legs with cybernetics and covering the entire torso and skull with armor, you can very closely approximate the classic "cyborg" of science fiction, allowing you to throw cars around, rip down walls, and stand out in the middle of machinegun fire unscathed. It is used only in the rarest of circumstances to create killing machines and corporate supersoldiers.

A body plated human can lift and throw a small (compact car) 5 meters, tear down brick walls with his bare hands, and punch through most walls. His arms and legs have been fully replaced, giving him all of the equivalent abilities and structural damages of cyberlimbs. His head and torso are reinforced and armored, giving these areas an SP of 20 and a structural damage capacity of 40. Boosted reflexes and interlaced synthetic muscle fibers give him a movement speed of 200 meters per turn. He is literally unstoppable, except by massed assault weapons fire or small antitank weapons.

Body plating is extremely rare and is one of the newtechs that is strictly illegal. One reason for this is that by the time the arduous and expensive process is over, much of the intangible "humanness" of the person is eradicated, creating a cold, merciless machinelike personality. The final result is *cyberpsychosis,* a mental state where the victim starts to become uncomfortable dealing with other people--this irritatation grows into hatred and eventually into a murderous rampage.

Running OUT of Cash?

Just about this time, you're starting to look over the list of cyberenhancements, and you're thinking, "I don't have the kind of eurobucks I need to swing this newtech." At this point, you have to ask yourself "How desperate am I? Am I really hard up enough to risk death and dismemberment just to get a lousy cyberarm?"

Sure you are.

The truly desperate turn to desperate measures. In this case, you can hire yourself out to someone who can afford to buy your cybernetics for you. **Selecting any one of the following employers Is worth 2,000 Eurodollars In cybernetics, free of charge:**

Join the (Covert) Military

Become a fighter in the Cyberwars, serving your country's armed forces with distinction and honor as part of it's secret ***Elite Mechanized Combat Forces*** (Cybergrunts, to you). See pain, torture and death close up, as you participate in any one of a hundred covert "police actions" worldwide, protecting "national interests". Of *course* the Cybergrunts don't exist. Of *course* your country doesn't sent teams of heavily armed covert agents into other countries to kill and torment revolt. Of *course* they're not going to let you quit when you want to.

Take Up a Life of Organized Crime

The word on the Street is that the Mob is alive and hiring. Swear allegiance to one of the big time organized crime Families and you'll never lack for cybertech. The only catch is, you have to do "work" for them. Bill collecting. Assassinations. Murders. Mob wars. The Families of 2013 have a long and honorable tradition that goes back into the early twentieth century: Nobody ever quits the Mob. Ever.

Sell Out to a Corporation

Join a Corporation and see the world. While you're at it, they'll bankroll you for two thousand dollars in newtech. But remember; with all business deals, there's a price. In this case, you have to work for the Corporation. The jobs you get to do are all the fun, suicidal ones they don't want to waste their good people on; executive kidnappings, black operations and espionage missions. If you're *really* lucky, you'll even get to be a grunt in a Corporate war–you know, the ones that make Vietnam and Afghanistan look like picnics, where you get to defend the Corporation's interests in some backwater hellhole with a population of natives you're suppressing. Big business is fun.

The Catch

Like most "free" offers, these employment opportunities are boobytrapped in creative and dangerous ways. Each requires that you work for an indeterminate time (forever) for people you may not like. You'll have to do what they tell you, no matter how crudely, dangerous or suicidal. Like most powerful people in the *Cyberpunk* future, they don't like to be crossed, and have a variety of awful ways to ensure your "cooperation":

Hostages: To ensure your good behavior, the controlling agency is holding someone you care about hostage. You mess up, they die–or worse.

Blackmail: Somewhere in your past, you did something you cant afford to let out. It could be as small as cheating on your taxes (with a 20 year jail term), or a murder rap. It may even be fictional–created by your new employers to make sure you toes the line. Are you willing to take the chance though?

Sabotage Chipware: To make sure you stay in line, the controlling agency has buried lethal glitches in your cybernetic software. Things to make your heart stop on command. Programs that give you blinding headaches if you refuse to follow an order.

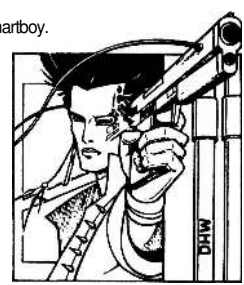
Monitored: Your "employers" have inplanted sensors or other monitoring devices on you–just to ensure your loyalty. You can't say or do *anything* without them knowing. You cant go *anywhere* without them finding you. The worst part is, you don't know where in your body they've hidden these devices.

Command Kill: A really vicious sabotage program---on the command word, you will **kill** whomever you are directed to **kill**-without control, regret or mercy. Your mother. Your lover. Your cat. Anyone.

Company Safeguard: Another nasty sabotage program. You cant willingly harm any member of the controlling agency–to do so will cause you excruciating pain. To continue will cause even more pain, culminating in full heart stoppage and a screaming death.

Sounds fun? Remember; if you join one of these groups, any one (or more) of these little goodies applies directly to you making you a puppet of your employers. What you are forced to do, and what they hold over you is up to the Referee. He doesn't even have to tell you. *You* don't have a choice. You just sold your soul.

Welcome to 2013, smartboy.



Netrunner

The Cybernetic Interface System for CYBERPUNK"

You patch in the last connection, making sure your wrist-plugs are tight. You slam down the "GO" switch. Instantly, your mind is filled with the grey white static of the drop to "on line." Then, with a sickening, falling feeling, your hurtle forwards into a maze of shifting neon shapes and spinning grid lines.

You're in the Net.

THE Net

The Net is the vast telecommunications network that joins all of the computers and telephones on Earth. It is formed by radio, telephone, and cellular phone links, with microwave transmitters beaming information into orbit and beyond. In the 20th century, the Net was only accessable via a computer terminal , using a device called a **modem** to send and receive information. But in 2013, the Net can be entered directly, using your own brain, neural plugs, and complex ***Interface programs*** that turn computer data into perceptual events. This world within the phone lines can be broken down into five regions:

Telecommunications lines: These include local phone lines, long distance lines, and international lines. **Local phone lines** connect all of the phones in a specific city, as well as any computers currently hooked up to the phone lines. These lines are easy to access and use. **Long Distance Lines** are trunk lines used to cover large amounts of distance. They are entered from the local phone lines, using an access point called a **Long Distance Link**. Long distance lines are only dangerous if you are using one of the various methods of avoiding long distance charges. Most protections at this level consist of entry codes or alarm systems to stop non-paying users.

Secured Lines: These lines are private, high security lines used by most multinational corporations, military operations and other powerful and secretive organizations. These lines are are guarded with extremely lethal programs.

Satellite Links: These are microwave or laser communications transmitters which bounce information off satellites in Earth orbit, using a Long Distance Link as the jump-off point The data is bounced back to another Long Distance Link somewhere else on Earth. Satellites are guarded by defenses ranging from simple alarms to lethal "black" programs. Only certain cities have the neccessary transmitter/recievers to beam signals to and from orbit.

Computer Systems: These are the individual computers where information is stored. A system may be as small as a desk top micro, or a huge mainframe in a major corporate office. Each type has a hookup into the Net to receive and transmit information to other computers, called a **Phone Link**. A common netrunner analogy is that if telecommunications lines are the roads of the Net, computer systems are like houses and offices along that road. Individual computers within a system might be represented by rooms in the house, while individual files could be represented by file cabinets in each room, and specific bits of information as the files themselves.

Defense Frames: These are special sections in the architecture of the Net, in which programmers can place defense programs. These are the only dangerous parts of the Net, as this is where all the traps, counter programs and lethal "black" programs are installed.

NET MAPS

Netrunners and other electronic "hackers" keep track of this vast web by creating **Net Maps** of where they have been. These maps chart the known areas of the Net, guiding the adventurer through the unknown, around danger, and to the treasure waiting buried in some distant computer memory. Within this rulebook, you will find a set of basic Net Maps:

1) Five Computer/Communications maps, including maps of three common mainframe systems, a map of a city phone system, and a map of the most commonly found orbital communications Satellite. Referees may use these as existing systems, or build their own using these as guides.

2) Long Distance map of the United States and Canada, showing long distance junctions and trunk lines between major cities. If your city is not on this map, you will travel through local lines to the nearest large city and make a connection to the longdistance trunk system there.
3) Long Distance map of the Euro-Net, including all Common Market nations, the Soviet Bloc, and other European nations.
4) A Satellite Map, showing all the major cities in the world which have satellite connections to the WorldSat Communications Network. You must be in one of the cities on this map in order to transmit to an orbital satellite.

Netrunners

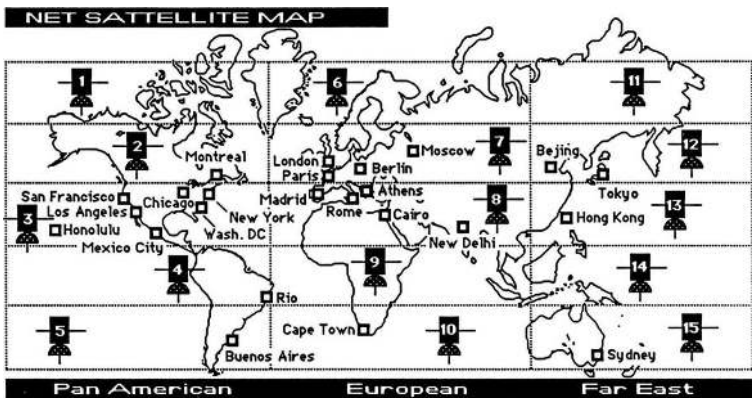
Netrunners are outlaw computer operators who are advanced versions of the computer "hackers" of the late 20th century. Netrunners operate on both sides of the complex and draconian laws covering computercrime in the *Cyberpunk* world. Hard driving computer cowboys, Netrunners literally take their lives into their hands as they tackle the mighty data fortresses and the deadly counter-intrusion programs that guard them--the ultimate challenge of Man vs Machine.

Some people do it for glory, or because its there, but most run the Net for money. Inside each computer system linked to the Net is information. Some of the information is trivial and useless, like recipe lists or notes, but much of the information is incredibly valuable. New business plans. Insider stock tips. Secret blueprints. Blackmail information. Hot new programs and software. Money you can transfer electronically to your own bank accounts. The formula for Coke Classic. Even if you cam use what you find, you can usually sell it to a Fixer who will in turn sell it to someone who can.

Another reason people run the Net is to back up other *Cyberpunk* teams. If you need to send someone into a heavily secured installation, the installation's computer may have maps of the entire place. Once inside, you can use that same computer to override security systems, open computer controlled doors, even eavesdrop through computer controlled security cameras and observation devices. Most heavy duty Solo teams have at least one 'Runner on the payroll, just to gather intelligence about secure areas and obstacles to a battle plan.

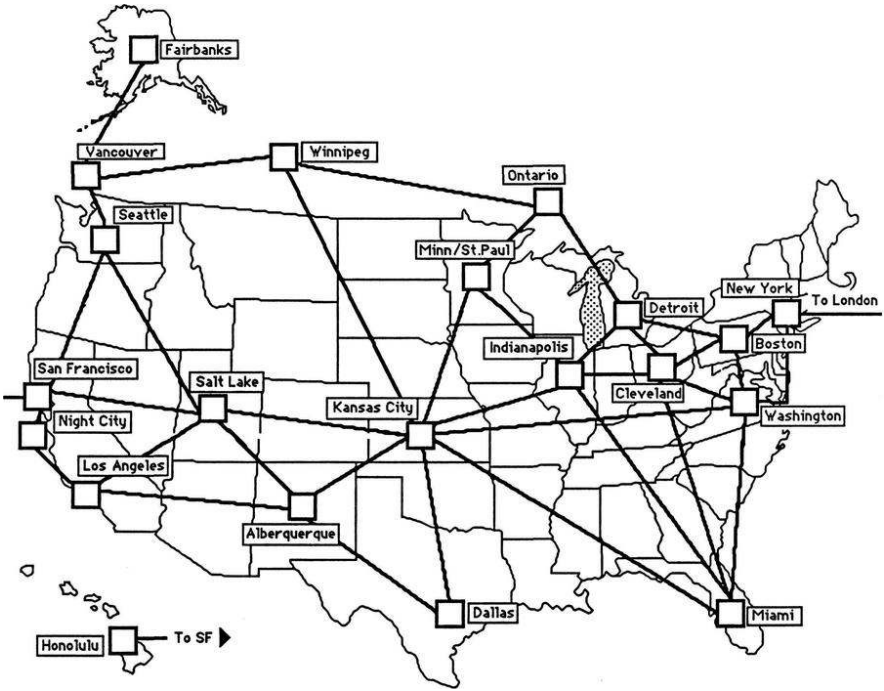
The laws of the 2000s are extremely draconian about computercrime. Most government agencies can freely use any and all means to eliminate intruders. Most corporations are equally hardline. Even without resorting to highly illegal "blackprograms," the law allows corporate authorities to locate and arrest intruders on the spot. Heavy prison terms and occasional mindwipe are just a sample of what awaits a computer felon.

But you're not planning on getting caught, right?



Interface programs

The human mind can't comprehend a stream of data any more than it can "see" an electron. It needs a way to interpret the incoming data as something meaningful. Each Netrunner therefore uses an interface program. This program interprets the data coming through the cybermodem and changes it into something understandable--then routes



the altered data to his eyes and ears. The world perceived through the interface is *real* to the Netrunner, because it directly plugs into his senses.

Interfaces are an artform; millions of programming hours are devoted each year in constructing accurate and interesting "realities" for Netrunning, using sophisticated artificial intelligence programs and random story generators. Why all the trouble? Partially for the fun of it. But in addition, a realistic and dangerous-feeling interface world gives the Netrunner an extra edge. It keeps him alert, involved and interested in his environment. After all; what would you react faster to--the word *Demon* appearing in the air in front of you, or a living, breathing, five-ton monster cracking a flaming whip over your head? You betcha.

An interface not only projects a realistic world into your mind, but comes complete with sounds, smells and special effects. Complex and ingenious subprograms in the interface even give programs a personality of sorts---the Interface remembers conversations from previous runs, keeps track of the Netrunner's "history," and even gives the programs (limited) conversational abilities from an extensive memory storage. As the Netrunner uses the interface more and more, the interface reality starts to become more and more interactive. The Netrunner may discover favorite Program "characters"or places within this pocket universe. The Referee should do his or her best to reflect this increasing level of reality through the interactions of Programs with the Netrunner. Programs might eventually comment on the Netrunner's appearances, his past exploits, his pet peeves, or even express likes and dislikes of their own.

Losing a favorite interface program is like watching a world being destroyed. Unless a backup copy of the Interface exists, that universe will lose much of the stored information that made it interesting. Even a backup copy will only carry information stored up to the last Net run before the copy was made. This could mean that a favorite program "character" might suffer huge memory losses, or devolve from an complex persona into a simple, mechanical program.

Example: Walter is using an Interface called Mega City; a 1930s film noir reality. His Succubus Program appears to him as an attractive redhead. Over the next few runs, he

gives the Succubus a name (Sharon), which she responds to. Soon, Sharon begins to talk to Walter--a "romance" even develops. On his twelfth run, Walter's Interface is destroyed by a Flatline. He buys a copy, but too late. His new "Sharon" won't know her own name, will only respond in a mechanical way, and doesn't remember any of the adventures they've been through. Walter has to start all over again.

Copying an Interface

The smart Netrunner copies his interface whenever possible. This way he avoids the trauma of losing an entire

"world" when a Flatline gets lucky. Interface copying takes one full day, and must be done at a special copy shop (there is usually one in any large city or town). The cost is 1,000 Eurodollars per copy; expensive, because the copy must integrate a huge volume of compiled information.

A interface copy must be regularly updated as well--information from the interface you're using must be transferred to the copy periodically, or the copy will not be up to date. This updating fee is 50 Eurodollars, although for 500 Euro, most copy shops will give you unlimited updates for a full year.

Sharing an Interface

You can't. Because the Interface interacts directly with the nervous system, its impossible to tune it to several minds at once. However, several Netrunners can each log on with their own modems and use copies of the same interface program. They will then all share the same reality perceptions. This is a very rare event, as all of the Interfaces must be exactly alike (an expensive proposition). Runners will be able to communicate between interface realities, although they will be unable to use each others Programs.

Self -Image in the Net

In addition to an external worldview, the interface program can also generate a picture of what your Netrunner looks like in the Net, based on the character's personal description of themselves. In general, the Netrunner will look much as he does in reality, adapted to some extent by the style of the interface universe. In a "techno-based" universe, he may be covered in chrome and have glowing neon eyes. In a medieval setting, he may be dressed in armor and carry a sword.

Ready—to—Wear Interface Programs

There are many popular interface programs in existence; most junior Netrunners buy an "off-the-rack" (OTR) interface chips. Advanced Netrunners create their own. It's often dangerous to use another man's interface carelessly--one man's normalacy may be your nightmare--and a ne way trip to insanity. Here are three of the lost popular interfaces:

Dungeon

Dungeon is one of the more popular interfaces for younger Netrunners (or "Weefle-runners" as they are often known). The basic universe is a twisting maze of stone corridors, all roughly the same. Programs appear as various types of mythological beasts, monsters or archaic weapons

'TRONNIC

The 'Tronnic interface is the most commonly used pattern in the *Cyberpunk* world, as it most closely resembles the Net itself. The universe is a black , star-strewn void, filled with a maze of glowing neon lights, abstract shapes and grids. Programs appear as robotic creatures, complex metallic tools or weapons, and brightly colored, neon constructs.

Mega City

For the "realist," Mega City is a very popular interface . The universe is a gritty, heavily urbanized city at midnight, based loosely on a cinematic 1930's San Francisco. Programs appear as various gangsters, objects, animals or weapons of the period.

Creating Your Own

As a Netrunner character, you may want create your own interface program--a perceptual view of your own personal

NETRUNNER™ INTERFACE MAP

General Description of Your Interface 'Universe' :

PROGRAMS

FILE (HOLDS DATA)

CENTRAL PROCESSOR

DATA

DEFENSE LEVELS

DOOR/ELEVATOR CONTROL

MEMORY STORAGE

CAMERA/ MICROPHONE

WORK STATIONS

COMMUNI-CATIONS LINK

ALARM SYSTEM

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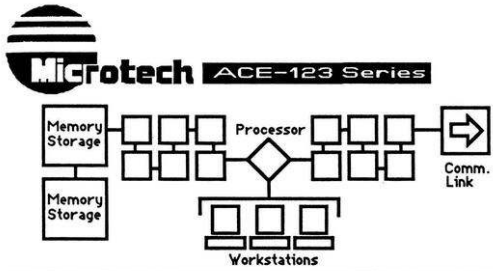
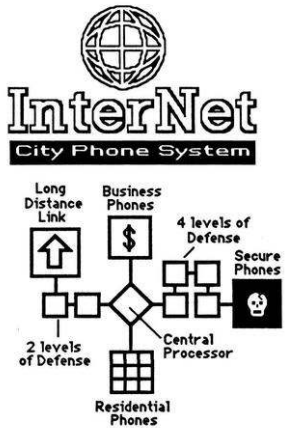
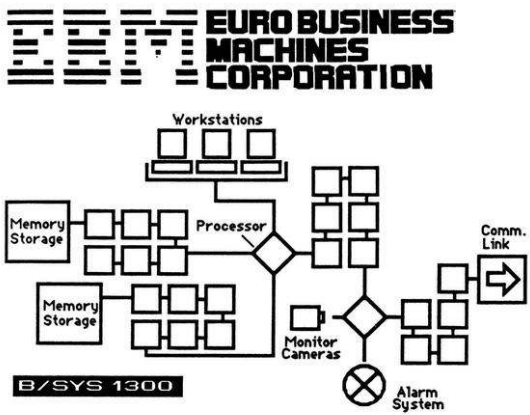
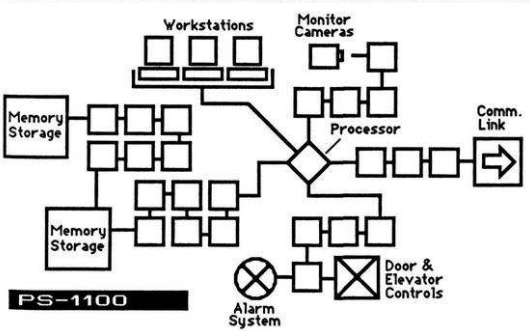
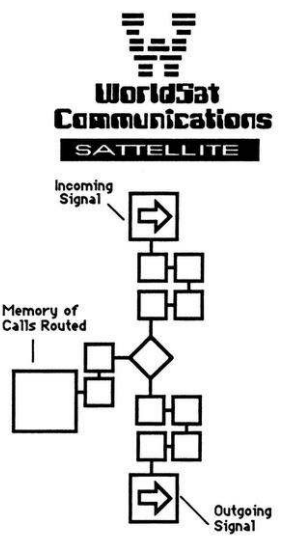

Microtech
ACE-123 Series
Memory Storage
Memory Storage
Processor
Comm. Link
Workstations


InterNet
City Phone System
Long Distance Link
Business Phones
$
4 levels of Defense
Secure Phones
2 levels of Defense
Central Processor
Residential Phones


EBM
EURO BUSINESS MACHINES CORPORATION
Workstations
Memory Storage
Memory Storage
Processor
Comm. Link
Monitor Cameras
Alarm System
B/SYS 1300


Workstations
Monitor Cameras
Memory Storage
Memory Storage
Processor
Comm. Link
Door & Elevator Controls
Alarm System
PS-1100


WorldSat Communications
SATTELLITE
Incoming Signal
Memory of Calls Routed
Outgoing Signal

Netverse that the Referee can use to guide you. To do this, you'll create an Interface Map. The Map is a fill-in-the-blanks cribsheet that lists all of the major locations and parts of the Net and asks you for a personal description of each one as it fits your character's interface.

HARDWARE

So what do you need to run the Net besides a cool brain and hot interface software? Plugging into the vast metaverse of the Net requires two additional and all important pieces of hardware: a set of neural or interface "plugs," and an interface cybermodem (also known as a "deck"). Interface plugs are basically just that-plastic plugs built into the Netrunnefs wrists, temples or back of neck, connected to a cybermodem by cables (described in ***Putting the Cyber Into the Punk***). The modem itself is an advanced telecommunications device much like those of the mid 1980s; a flat plastic or metal box that dials into the phone lines of the Net and connects the nervous system directly into them. There is no other computer other than the Netrunner's bare brain.

Besides acting as a modem, the "cyberdeck* also acts as a sort of "hard drive" for the Netrunner's mind, storing attack and defense programs there until he needs to use them. Programs are one of the most important tools in the Netrunner's arsenal; without them, he's just a disembodied ghost hurtling at lightspeed through the phone lines. **A cyberdeck can carry a total of 5 programs on any run.**

With programs, the Netrunner can actually *do* things--enter other computers and go where No Man Has Any Business Going. In short, go hacking.

SOFTWARE

If a Netrunner is like a cybernetic magician, then **programs** (also known as **software**), are the spells he has at his command. Each program is a microchip of information, designed to accomplish something in the world of the Net. Programs defend information, search for danger, and defeat enemies. Many times, the only thing between a 'Runner and death is the strength of his programs.

Programs are usually stored on thin plastic media about an inch across, called **microdisks**. Before making a "run," a Netrunner loads his cybermodem with as many programs as it can handle (5). Once loaded, these programs can be activated by the 'Runner with a single thought. The program then does its task and returns back to the deck when finished. The trick is to pick the right combination of programs, because once you're in the Net, there's no turning back to change programs. You're Committed.

Data Wall I to VII
Class: Protection
Strength: 1 for each level of program
Data Walls are barriers of layered static or electrical charge, designed to break up a cyberdeck trace. The trace "reflects* off the data wall, blocking progress. Nothing can pass through a Data Wall. Netrunners cannot carry Data Walls around with them-they are stationary, and cannot be moved about the Net. They mur be set up inside of a Defense Frame at some point, much like trapdoor or a real wall.
Appearance
Dungeon Interface: a heavy wall of damp, moss-encrusted stone.
'Tronnic Interface: a barrier of flickering blue flame much like heat lightning.
Mega City Interface: a solid brick wall, covered with graffitti saying "Keep Out."

Hammer
Class: Data Wall Breaker
Strength: 4
Hammer pounds down Data Walls with a bombardment of raw electrical pulse. It is very noisy and will automatically alert any adjacent defense program. This makes it impossible to use Invisibility to sneak into the next Defense Frame.
Appearance
Dungeon Interface: A huge silver hammer.
'Tronnic Interface: A glowing red hammer.
Mega City Interface: A 20 lb sledgehammer.

Jackhammer
Class: Data Wall Breaker
Strength: 2
Jackhammer is a quieter, but less powerful version of Hammer. It uses small pulses of energy to wear the Data Wall away.
Appearance
Dungeon Interface: Two small golden hammers.
'Tronnic Interface: A glowing red "jackhammer-like" object, which fires a stream of white hot energy bolts at the data wall.
Mega City Interface: A large Jackhammer, covered with grease, with the mysterious words 'CON EDISON" stencilled on the side.

Code Wall I thru VI
Class: Protection
Strength: 1 for each level of program
Code Walls are barriers much like Data Walls. However, each is designed around a specific code sequence or a special code word. The Code Wall program draws power off of the main circuitry of the computer--it gets stronger the more it is attacked. Instead, it must be opened using the proper code. Nothing can pass through a Code Wall.
As with Data Walls, Netrunners cannot carry Code Walls around with them-they are stationary, and cannot be moved about the Net. They must be set up inside of a Defense Frame at some point, much like a trapdoor or a real wall.
Appearance
Dungeon Interface: a massive iron door, with a huge keyhole
'Tronnic Interface: a glowing barrier, which goes from blue to violet to red to orange to yellow and finally to white as it gathers more power.
Mega City Interface: A solid metal door with a huge padlock. As the program gathers power, the number of locks increases.

Codecracker I thru IV
Class: Codecracker
Strength: 1 to 4, depending on level

The Codecracker series, designed by Interfact Software in 2008, is classic Code Wall crack program. The series disassembles the Code Wall at the basic code structure, rather than trying to decipher the key.

Appearance

Dungeon Interface: A heavy iron mallet

'Tronnic Interface: A thin beam of white light, which shoots from the Netrunner's hands and spreads through the Code Wall, turning it to glowing, disappating fog.

Mega City Interface: A stick of TNT, which "blows up" the door. The higher the Codecracker, the more sticks of TNT.

Wizard's Book

Class: Data Codecracker

Strength: 4

The Wizard's Book is designed to can through literally billions of possible codes and codewords in seconds, trying each one in turn. It is especially effective against Code Walls.

Appearance

Dungeon Interface: A large black book covered with glowing blue runes. The pages fan past at blurring speed, each momentarily displaying a rune or number.

'Tronnic Interface: A stream of blazing white symbols, flowing at incredible speed from the Netrunner's open hands.

Mega City Interface: A key ring with an seemingly infinite supply of keys. The scanning action is condensed into the act of inserting one of the keys.

Raffles

Class: Data Codecracker

Strength: 5

Raffles is designed specifically to deal with complex Code Walls which have a specific word as the key. It asks the Code Wall a series of innocuous and leading questions ("Is it bigger than a breadbox?" "Is it hot or cold?"), designed to tell Raffles the nature of the data wall and its key. Raffles will only work on Code Walls which use a single word key. It cannot decipher numerical or multiple word keys.

Appearance

Dungeon Interface: A slender young man in cape and doublet, who leans down to the doorway and picks the lock.

'Tronnic Interface: A silvery mask which hovers above the barrier whispering in a thin, eerie voice.

Mega City Interface: A dapper young man wearing evening clothes of the early 1900's. He speaks briefly to the door, then vanishes as soon as it opens.

Worm

Class: Data and Code Wall Cracker

Strength: 2

Worm is a very subtle program which emulates part of the architecture of the invaded system. It slips behind the Data or Code Wall opens it from the inside.

Appearance

Dungeon Interface: A wet, bright blue worm

'Tronnic Interface: A gold-metal, robotic worm, with green neon eyes

Mega City Interface: A large skeleton key.

Watchdog

Class: Alarm Program

Strength: 4

Watchdog is designed to alert its owners to illegal entries into the system. It can do this by activating an external alarm or by sending a message to an occupied workstation. Watchdog can be "fooled" by using Invisibility (The Netrunner passes unnoticed), or "killed" by using Vampire, Wolfpack or Killer programs. Netrunners can use Watchdogs to patrol another part of the Net, such as a rival's computer system, then key the Watchdog to run to their cybermodem or workstation if security is breached. This technique allows you to guard your secret files and pathways in other people's computers.

Appearance

Dungeon Interface: A large, shaggy black dog with a spiked collar.

'Tronnic Interface: A large, black, metal dog . It has glowing red eyes and a spiked metal collar adorns its neck.

Mega City Interface: A large, shaggy black dog with a spiked collar.

Bloodhound

Class: Alarm & Tracing Program

Strength: 3

Like Watchdog, Bloodhound is designed to detect illegal system

entries. However, it also tracks the entry to its source and alerts its masters to the location of intruder. This process takes three phases, during which the program can be stopped, killed or distracted. Like Watchdog, Bloodhounds can be set up to watch a part of the Net and report back to you at another workstation or modem.

Appearance

Dungeon Interface: A large brown bloodhound with a heavy leather collar.

'Tronnic Interface: A large, gunmetal grey hound robot. It has glowing blue eyes and wears a thick circlet of blue neon as a collar.

Mega City Interface: A large brown bloodhound with a heavy leather collar.

Pit Bull

Class: Alarm & Tracing Program

Strength: 2

The most advanced form of the Watchdog series, Pit Bull not only tracks the intruder to its source, but also cuts the line after acquiring the location. It will continue to cut the line every time the intruder logs on from that point of entry, requiring him to move to another phone line or cybermodem. The process of tracing takes three phases, during which the program can be stopped, killed or distracted. After the Pit Bull has achieved its goal, the only way to dislodge it is to kill it. Like Watchdog, Bloodhounds can be set up to watch a part of the Net and report back to you at another workstation or modem.

Appearance

Dungeon Interface: A stocky grey dog with a heavy metal collar.

'Tronnic Interface: A short, heavily built, steel dog robot. It has glowing red eyes and wears a thick circlet of red neon as a collar.

Mega City Interface: A stocky grey dog with a heavy metal collar.

Flatline

Class: Interface Killer

Strength: 3

Flatline is designed to trace and kill the operating system of your cybermodem—one zap, and you have to buy a new interface. This process takes three phases, during which the program can be stopped, killed or distracted. Ratline can be killed by using Killer programs, or "fooled" by using Rack or Replicator. Invisibility will also allow the intruder to sneak past the Ratline. A Ratline can be carried by an intruding Netrunner and used to attack other 'Runners encountered in the Net.

Appearance

Dungeon Interface: A flaming arrow which shoots past the Netrunner and down the corridor behind him.

'Tronnic Interface: A beam of yellow neon which shoots off past the Netrunner and back down his trail.

Mega City Interface: A young thug appears in front of the Netrunner and begins firing at him with a large caliber handgun. If the Ratline reaches its goal, the Netrunner appears to be stuck by a bullet and dies.

Poison Flatline

Class: Cybermodem Killer

Strength: 2

Poison Ratline is designed to trace your cybermodem, destroying not only the interface software, but the integral ROM of the 'deck as well. This wrecks the cybermodem, requiring total replacement. The process takes three phases, during which the program can be stopped, killed or distracted. Like Ratline, Poison Ratline can be killed by using Killer programs, or "fooled" by using Rack or Replicator. Invisibility will also allow the intruder to sneak past the Ratline. Like Ratline, Poison Ratline can be carried by an intruding Netrunner and used to attack other 'Runners encountered in the Net.

Appearance

Dungeon Interface: An icy metal arrow which shoots past the Netrunner and down the corridor behind him.

'Tronnic Interface: A beam of green neon which shoots off past the Netrunner and back down his trail.

Mega City Interface: An older "enforcer" type appears in front of the Netrunner and begins firing at him with a large caliber handgun. If the Poison Ratline reaches its goal, the Netrunner appears to be stuck by a bullet and dies.

Invisibility

Class: Evasion Program

Strength: 3

Invisibility overlays a false signal on your cybermodem trace, making it appear to be harmless static. When activated, Invisibility will allow the Netrunner to pass unnoticed through that particular Defense Frame. Invisibility must be activated each time you enter a new Defense Frame; it cannot be "left on" indefinitely. You cannot make anything *else* "invisible."

Appearance

Dungeon Interface: A green cloak with silver trimming.

'Tronnic Interface: A flickering, iridescent sheet, which drapes over the Netrunner.

Mega City Interface: An old khaki trenchcoat and a grey fedora.

Speedtrap

Class: Early Warning Program

Strength: 4

Speedtrap is a modified Worm program which can "took" into the next Defense Frame before you actually enter it. It can warn you if a counter intrusion program is present in this adjacent Defense Frame, although it cannot tell the specific type or nature of the program. A failed attempt against the hidden program will produce a "no program there" result.

Appearance

Dungeon Interface: A crystal ball filled with swirling blue lights. If a program is present, the lights turn red.

'Tronnic Interface: A flat, glowing plate of glass, in which images appear. If a program is present, the plate fills with the image of a robotic monster. If there is no program present, the plate remains blank.

Mega City Interface: An old style Army observers periscope, painted in olive drab. When looked through, the Netrunner will either see nothing, or the image of a shadowy form dressed in a black coat and fedora.

Replicator

Class: Evasion Program

Strength: 3 for most programs, 4 vs Pit Bulls, Bloodhounds and Hellhounds

Replicator creates millions of copies of your cybermodem trace, sending them off in all directions to confuse a pursuing program. If successful, the pursuer will track the wrong signal to a dead end. Replicator is especially good against the "Dog" series of programs, as it overloads their limited AI programming structure with too many decisions.

Appearance

Dungeon Interface: A mirror, which creates millions of images of the Netrunner, which all run off down the corridors.

'Tronnic Interface: A chrome sphere creating millions of holographic images of the Netrunner, flickering away in all directions.
Mega City Interface: A mirror, which when thrown to the ground, shatters into a million pieces. The attacking program snaps at the pieces and vanishes.

Flack

Class: Evasion Program
Strength: 4 for all other programs, 2 vs Pit Bulls, Bloodhounds and Hellhounds
Flack creates a tremendous wall of static, blinding the attacking program and allowing the Netrunner to easily evade. Flack is very good against most programs, but it is relatively ineffective against the "Dog" series, whose limited AI programming allows them to lock onto the Netrunner's signal through the static.
Appearance
Dungeon Interface: A bag of glittering dust, which creates a blinding flare of light around the Netrunner.
'Tronnic Interface: A cloud of blinding, glowing, multicolored lights, swirling in all directions.
Mega City Interface: A bag full of sand. When scattered, it creates a dense cloud of choking dust in all directions.

Killer I thru V!
Class: Program Killer
Strength: 1 for each level of program
Killer is a general purpose virus program designed to **"kill"** other programs. It enters the logic structure of its victim and inserts errors with blinding speed, causing the target to crash. Killer is a very simple program; smooth, elegant and tough. There are many versions of Killer.
Appearance
Dungeon Interface: A huge, blonde warrior in shining armor, carrying a huge broadsword.
'Tronnic Interface: A large manlike robot, dressed as a metallic samurai. His eyes glow red from behind his mask, and he carries a glowing energy saber.
Mega City Interface: A dark, faceless man, dressed in a black trenchcoat and hat He carries a submachinegun, which he uses against his victims.

Manticore
Class: Assassin Program
Strength: 2
Manticore is the simplest of a series of Assassin programs; a type of Killer designed to locate and destroy any type of Demon Program. If no Demon is present in your cybermodem file, they will ignore you. These programs can be evaded with Invisibility, but will not be confused by Flack or Replicator. They can be destroyed by Killer programs. All Assassin programs can be carried by an intruding Netrunner and used to attack programs encountered in the Net.
Appearance
Dungeon Interface: A huge, roaring beast with the body of a lion, the tail of a scorpion, and the face of a bearded man.
'Tronnic Interface: A schematiclike shape, outlined in red neon, of a huge, lion-like beast. A large, scorpion tail arcs over one shoulder.
Mega City Interface: A bearded thug in cheap sunglasses, motorcycle denims, and brandishing a spiked club.

Hydra
Class: Assassin Program
Strength: 3
A more powerful variant of Manticore.
Appearance
Dungeon Interface: A tentacled plant with a toothy maw.
'Tronnic Interface: A glittering blue fog that encircles its target and dematerializes it.
Mega City Interface: A young punk in a cheap suit. He attacks his victims with a garrote, strangling them.

Dragon
Class: Assassin Program
Strength: 4
The most powerful variant of Manticore.
Appearance
Dungeon Interface: A massive black dragon with iridescent wings, breathing fire on its victims.
'Tronnic Interface: A great golden scaled dragon robot. Laser beams shoot in multicolored arcs from its eyes, and it is wreathed in electrical discharges.
Mega City Interface: A powerfully built man in an expensive suit. He carries a flamethrower, which he uses to char his victims to ash.

Aardvaark
Class: Assassin Program
Strength: 6 vs Worms, no effect on any other programs.
Aardvaark is designed to locate and destroy intruding Worm programs. It will immediately seek out and destroy any Worm program carried, even if it is loaded as a Demon subroutine. It can be stopped by Killer, confused by Flack, or evaded by Invisibility. Replicator has no effect.
Appearance
Dungeon Interface: A small, snuffling beast with a long nose and tiny ears. It savagely attacks the Worm program with its long, steely daws, tearing it apart and eating it.
'Tronnic Interface: A matrix of thin yellow neon lines, which surround the Worm program and close around it like a nightning net. The matrix then dematerializes with the Worm entrapped.
Mega City Interface: A skinny man in a cheap suit. He has an enormous nose and tiny, piggy eyes. He snaps his fingers and the Worm materializes in his hands. He then tears it apart and discards it.

Bralnwipe
Class: Black Program
Strength: 3
Brainwipe is the simplest of a series of black programs, all of which are designed to attack the Netrunner instead of his programs. All black programs can be carried by an intruding Netrunner and used to attack other 'Runners encountered in the Net. Brainwipe tracks the victim down in three phases, fries his forebrain with a jolt of current, and reduces him to a drooling vegetable. The screaming Netrunner feels his mind melt away, until his INT is reduced to 0. This program can be stopped with Killer, distracted with Flack or Replicator, or evaded with Invisibility.
Appearance
Dungeon Interface: A blazing sphere of flame, which engulfs the Netrunner.
'Tronnic Interface: An acid-green electrical arc, which leaps from the floor and engulfs the Netrunner.
Mega City Interface: A faceless, leering doctor in bloody whites, who attacks the Netrunner with a jagged scalpel, stabbing it into his forehead.

Zombie
Class: Black Program
Strength: 5
An advanced and more powerful version of Brainwipe, Zombie wipes out the victim's forebrain, making him into a drooling vegetable. Zombie must first use its Bloodhound subroutines to track down the intruder, a process taking three phases. At the end of this time, the Zombie goes to work. The Netrunner screams, shudders, and passes out, reawakening with an INT of 0. This program can be stopped with Killer, distracted with Flack or Replicator, or evaded with Invisibility.
Appearance
Dungeon Interface: A sheet wrapped, skeletal form, shrouded in a stinking grey mist. It's eyes are sunken and its flesh is a mass of rotting, maggot-filled meat. It attacks its victim by touching him.
'Tronnic Interface: A swirling nimbus of glowing, red-hot gas, which engulfs the Netrunner.
Mega City Interface: A monstrous, slavering creature, covered in rank hair. It has tiny red eyes, and a huge mouth full of slime encrusted teeth. It lunges out and appears to rip the Netrunnar's head off.

LIche
Class: Black Program
Strength: 4
An advanced form of Zombie, Liche also rips away the forebrain, but selectively. Most memory is eradicated, leaving enough to implant an easily controlled (by the Referee) pseudo personality into the empty brain. This program can be stopped with Killer, distracted with Flack or Replicator, or evaded with Invisibility.
Appearance
Dungeon Interface: A skeleton dressed in black robes and wearing a blackened crown. It reaches out towards the Netrunner and touches his face with an icy claw.
'Tronnic Interface: A huge, metallic arm which explodes from the floor of the Net. It grabs the Netrunner in its freezing grasp and drags him back under the floor.
Mega City Interface: A gangland boss in his mid-forties. He wears an expensive suit and carries a curious metal rod. He reaches out towards the Netrunner's face with an ice-cold, slender hand.

FIrestarter
Class: Black Program
Strength:4
Firestarter is indirectly anti-personnel in nature. Using its Bloodhound subroutines, it tracks the intruder to its source. Silently entering the electrical system, it blasts the wiring with a megawatt power surge. The jolt causes wiring fires, explosions, and fries the Netrunner as if he were in an electric chair. Firestarter programs are excellent covert killers, as they leave little or no evidence in the charred wreckage. This program can be stopped with Killer, distracted with Flack or Replicator, or evaded with Invisibility.
Appearance
Dungeon Interface: A blazing pillar of fire, which speaks the Netrunner's name in a hissing, booming voice, then leaps at him.
'Tronnic Interface: A bolt of white light from out of the sky which engulfs the Netrunner in burning agony.
Mega City Interface: A young punk with a Molotov cocktail in one hand and a match in the other. He lights the rag topping the bottle of gasoline and throws it at the Netrunner, engulfing him in flame--the last thing the Netrunner ever sees.

Hellhound
Class: Black Program
Strength: 6
Hellhound combines the worst aspects of Pit Bull and Ratline. It locates the intruder (a process of three phases), and sends out a modulated pulse designed to cause a heart attack in humans. I! the Netrunner manages to log out in time, it remains active within the Net, lurking silently in major long distance terminals, waiting for the specific brainwave pattern of the intruder to show up. It then tracks him down again (three phases) and kills him. Patient and remorseless, Hellhound can wait years for its victim to log on. It's rarity and high pricetag prohibits its use against all but extremely high level Netrunners. This program can be stopped with Killer, distracted with Flack or Replicator, or evaded with Invisibility.
Appearance
Dungeon Interface: A huge black wolf. It's eyes glow white, and fire runs in ripples all over its body. It speaks in a grating, metallic voice, repeating Netrunner's name.
'Tronnic Interface: A black cloud in which two glowing white eyes appear. The cloud solidifies around the eyes into a huge black, canine shape, flickering with ultraviolet energy surges. It whispers the Netrunner's name in a ghostly, piercing whisper.
Mega City Interface: A tall, faceless man, with glowing white eyes. He is dressed in black, can carries a long, savage knife which glints with unearthly brilliance. He speaks the victim's name in a icy whisper.

Demon Series Programs
These are four levels of programs created by the legendary Roche Bartmoss of CGI Development in 2004. The Demon Program is a generic program with the ability to incorporate several other programs into as subroutines--in short, two, three, four or even five programs in one. To use the program, you must activate the Demon, then specify the chosen subroutine it carries. The subroutine programs look and act just as their originals, but are usually less powerful, as they must use the program strength of the Demon core in combat

Demons are relatively complex programs--in combining so many subroutines, they have a potential of "crashing" (becoming useless for the rest of the run), each time they are used. This crash save is equal to 12 minus the number of times the program has been used before (on this or any other run). You must roll a value on 1D10 lower than this value each time you use the Demon. A failed roll means the Demon crashes before it can be used.

Example: I have an Afreet which I have used tour times. 12-4=8. I must roll a value on 1D10 tower than 8 to keep from crashing the Demon.
Imp
Class: Demon Series (carries any 2 programs)
Strength: 3
Appearance
Dungeon Interface: A small, twisted humanoid figure, with horns, wings, a forked tail and orange, warty skin.
'Tronnic Interface: A small, orange sphere of light, with two amused looking red eyes. It continually emits a series of beeps, whistles and pinging noises.
Mega City Interface: A swarthy dwarf in a garish pinstripe suit. It wears a fedora, smokes cigars, and says "Yeah, Boss" a lot in a squeaky voice.

Afreet
Class: Demon Series (carries any 3 programs)

Strength: 3
Appearance
Dungeon Interface: A tall, imposing djinn, with turban and crossed scimitars, riding on a cloud of smoke.
'Tronnic Interface: A revolving cylinder of red light. It emits a low, bass rumbling which--almost--sounds like conversation.
Mega City Interface: A tall, powerfully built black man, dressed in elegant evening clothes and wearing a fez. He carries a dagger in his jacket, and speaks in a formal, deep voice.

Succubus
Class: Demon Series (carries any 4 programs)
Strength: 4
Appearance
Dungeon Interface: A slender, nude woman with floor length black hair. She has large, bat-like wings, and blue, pupilless eyes.

'Tronnic Interface: A voluptous, nude female form, hairless, and made from shiny chrome metal. Her face is human, very beautiful, and has large, appealing green eyes.
Mega City Interface: A slender, redheaded woman dressed in a tight fitting, low cut green evening dress. Her eyes are green, and her voice is melodious and low.

Balron
Class: Demon Series (carries any 5 programs)
Strength: 5
Appearance
Dungeon Interface: A monstrously huge, inhumanly muscled male form. His legs are hairy and goat-footed, and curled horns adorn his maned head. His eyes glow like molten lava. In one hand, he carries a whip, in the other a flaming sword.
'Tronnic Interface: A huge, male figure, powerfully built. He is dressed in futuristic black armor, glittering with reflected highights. In one hand, he carries an red-glowing energy blade; his other arm ends in a series of neon-green, glowing tentacles. His eyes glow red behind his visor, and his voice is a sibilant hiss.
Mega City Interface: A huge, massively built male figure, dressed in black leather. He carries a bullwhip in one hand and a longish knife in the other. He has no pupils, only silver ball bearings for eyes. His voice is an incoherent roar of fury.

Vampyre
Class: Modified Demon
Strength:6
Vampyre is an extremely nasty variant of Demon, credited to the notorious Waycon Kidd. A very expensive and hard to find program, Vampyre dismantles any target program it attacks, adding the victim's abilities to itself. There are no limits on the number of programs a Vampyre can absorb.

Each run, Vampyre becomes more and more powerful, as it adds new subprograms to itself. It's greatest flaw is that the more programs it adds, the more likely it is to crash. To determine a Vampyre's crash save, subtract the number of programs currently absorbed from 12. When the Vampyre is activated, you must roll below this value on 1D10, or the Vampyre crashes.
Appearance
Dungeon Interface: A slender, cadaverous figure dressed in grey robes. His eyes are blank golden orbs, and his mouth is parted in a snarl, showing razor sharp golden fangs.
'Tronnic Interface: A grey, misty cloud, shot through with sparkling red lights. As the Vampyre feeds, the cloud becomes more suffused with red light, until it has fully changed color.
Mega City Interface: A slender man, dressed in evening clothes. His eyes are blank white orbs, and he has long white canines.

Net Combat

Netrunner combat is much like other combat in Interlock. Each phase, the Netrunner can activate one program, as can his computer opponent. The Netrunner adds his Interface Ability, his REF Stat, and the Strength of the Program. He then adds this total to the roll of 1D10. If he is opposing a computer system (and most of the time this will be the case), the computer will add 15 to the Strength of the Program it is using, plus the roll of 1D10. On a tied or higher roll, the computer wins.

Example: My REF is 9. My Interlace Ability is 6. Encountering a Code Wall, I decide to use my Wizard's Book (Strength 4) program against it. 9+6+4=19. The Code Wall is rated as Strength 6. 6+15=21. I roll 1D10 and get a 6. The computer system rolls 1D10 and gets a 3. My 25 beats the computer's 24. The wall comes down.

When two programs conflict, the winning program is able to fully carry out its instructions. For example, two competing Killers will leave one destroyed at the end of combat. A victorious Codecracker program will knock down a defending Wall. Each combat takes one phase-its either won or lost.

Defeat doesn't neccessarily mean the program is destroyed. A Hammer could be defeated many times, and yet be used over and over again. A program is only destroyed when it has been "killed", "knocked down" (as in the case of Data and Code Walls) or "crashed." When a program is destroyed in one of these ways, you must buy a new one.

Example: My Demon's Copycracker III program has failed to penetrate the Code Wall before me. I could opt to reuse it again in the next phase–who knows; I might get lucky. But if my Demon were successfully attacked by a Killer, it would be vaporized. I would lose all of its programs and subroutines as well. If it was successfully attacked by an Aardvaark, it would lose only the Worm subroutines from its memory.

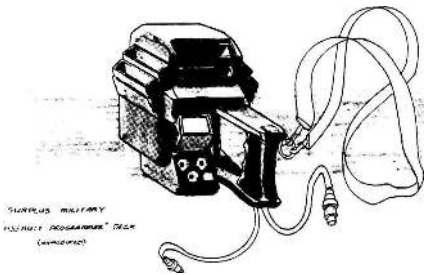
Programs can be copied, using the same duplication services which copy interface programs. The cost is a nominal 20% of the original cost of the program. However, your new copy cannot be loaded into your cybermodem until the run is completed.

Shared Interfaces In Combat

Counter intrusion programs will attack all of the members of the party at once; each member must make his own counterattacks as if he were alone. However, the program will be at -1 Strength for each *additional person* it attacks.

Combat Against Other Netrunners

Not all systems are defended by computers. Some companies have Netrunners on staff, who lurk in the Defense



Frames waiting to jump other human interlopers. Except for Data and Code Walls, all other programs can be carried by an intruding Netrunner and used to attack other 'Runners encountered in the Net. It might even be a good idea to pack a Hellhound to tackle some other snooper you meet while on a run. You never know who you'll meet.

A battle between Netrunners is something like a duel of sorcerers, each reading from a pile of spell-scrolls and firing attacks, defenses and counterattacks at each other. **When combatting other 'Runners, you'll make your attack as usual, combining REF Stat, Interface Ability, Program Strength and 1D10 for a total. Your opposition will do the same. The highest roll wins; on a tied roll, both parties must re-roll for the attack.**

Battles between interface realities can be a twisting maze of changing perceptions, as all participants see things from wildly different points of view. We suggest that in these cases, the Referee restricts himself to describing things by their Program names, rather than by description, unless the description is particularly colorful.

Punching Out

This is the court of last resort for the desperate Netrunner. He's down to the wire, without a program to his name, and a nasty Flatline about to clean his Interface. He's only got one option short of taking the fall. He can cut the connection.

Logging off, punching out or *cutting the wire are* all terms for abruptly breaking your cybermodem connection. The action automatically restores you to your body, safe and sound-just like hanging up the phone. To punch out, you must roll a value on 1D10 lower than six. On a failed roll, you're still logged on.

There are a lot of stories going around, like the one about the guy who got his cybermodem power cut during a thunderstorm and spent the rest of his life trapped in NetSpace. But that's only a story, not the truth. When you get the connection cut, you're *out.*

The only thing you have to face is having to do the run all over again.

INTOTHENET

So *enough talk. Let's take a little trip, okay?*

You begin your run in your one room flat in the Minneapolis/St.Paul "combat zone." Your interface is the basic 'Tronnic, and you're packing five programs: a Jackhammer, a Wizard's Book, a Copycracker III and two Demons. One Demon is a Succubus with Killer and Worm subroutines. The other is an Imp with Invisibility and Speedtrap. Both have been used twice, giving them a crash save of 10. No problem. You hit the switch, and plunge into the Residential Phone Lines.

Instantly, you are engulfed in a wall of swirling static electricity. You took down at your body--you're a chromed, humanoid shape wearing futuristic battle armor. Your face reflects in your mirrored body--your eyes glow an eerie green. Below you is a white neon grid representing the Residential Phone lines. A wide white pathway leads to a blazing blue diamond shape, emblazoned with the logo of the InterNet Telephone Corporation.

2) You run down the pathway to the blue diamond-- the Central Processor for the phone company. Your objective is the Los Angeles office of Microtech Computers, so you ignore the glowing squares of the Secured and Business lines and go right towards the glowing arrow of the Long Distance Link. You don't expect much trouble getting in; the Phone Company doesn't use any serious counter intrusion software.

3) You enter a cage-like room of red neon--a Defense Frame. There's a Code Wall II blocking the way. You activate the Copycracker III. A stream of light bursts from your raised hands, slams against the flickering barrier and smashes through.

4) A Data Wall blocks your path in the next Defense Frame. You materialize a glowing red Jackhammer to pound the blue barrier down. You move on.

5) You enter the Long Distance Link. The glowing violet arrow sinks through the floor--its like moving downstairs on a fast elevator. Lights blur around you as you fall towards the distant trunk line.

6 thru 11) You drop until you see a brilliant red, neon shape rising to meet you--a streaming river of red light, like a superhighway. It angles away into the starstrewn darkness to-

wards the horizon. At intervals, you can see complex grids and shapes of multicolored neon structures representing cities. You reach the red highway and hurtle above it at lightspeed, passing through spidery light sculptures representing the cities of Omaha, Denver, Albuquerque, and Phoenix. A huge network of neon rises in the distance-Los Angeles.

12) You bank over another huge violet arrow--a Long Distance Link--and land. The arrow swiftly rises into the neon maze, linking you to to the Los Angeles City Phone System.

13, 14) You swiftly enter the two cage-like Defense Frames protecting the Central Processor. Both are guarded by Code Walls. Your Copycracker III programs blasts the first one down, but fails to hit the second. You use up another phase activating your Wizard's Book. A stream of white numbers bursts from your hands and tears through the barrier, destroying it.

15) Crossing the maze of the Central Processor, you home in on the distant grid-shape representing the Business Phone lines. You'll probably find your quarry there. As you pass through the CP, a figure flickers by. It's a slender woman wrapped in gauzy, iridescent mist. Her eyes and fingernails are pinpoints of light. She smiles in recognition— you know her by her handle of Razor Annie. You smile back, and she passes you on her way to the Long Distance Link.

16) You step into the vast, cool-blue grid of the Business Lines. Far above your head, you can see hundreds of neon logos, each representing a company phone link. You spot the familiar red barred circle of Microtech, and rise towards it as if flying.

17, 18) The Microtech logo stands before you like a bright door. You step through it, instantly entering a Defense Frame. It's a Watchdog program, hunched over in the corner. You activate your Imp--a spinning, bright ball of orange light appears--and kick in its Invisibility subroutine. The Imp flattens to a thin, glittering sheet of energy, draping itself over you. The Invisibility is successful--you walk past the Watchdog and into the next level.

19) A Data Wall confronts you here. You call up your Jackhammer, letting the Imp swirl around your head as you work. It makes a few rude beeping noises. The Jackhammer slams down the wall. But before you move on, you decide to play it safe. You activate the Imp's Speedtrap subroutine. It shapeshifts into a flat viewscreen. No metallic monster looms in the screen, so the next Defense Frame must be clear. You step through.

20) Whammo! The Speedtrap was wrong! A Killer Program zaps up and attacks your Imp. You curse, realizing you "should have packed a Flack Program to counter! You know the Imp wont survive this, so you activate your Succubus instead, pulling up its own Killer subroutine. Instantly, a chromed goddess appears, her eyes flashing. She shifts form into a powerfully built, metallic samurai, who attacks the opposing metal warrior. Their sabers clash--and the system's Killer Program falls. You've saved your Imp--this time. "Good going, stud." the Succubus says to you, as you enter the next Frame.

21) An Aarvaark awaits you in the next Defense Frame. It immediately goes for the Succubus' Worm routine. You counter by throwing up the Imp's Invisibility routine and slipping away.

22) This next Defense Frame contains the massive form of a Manticore! You try Invisibility again, but it fails. The Manticore's powerful talons attack your Imp--the Imp fails its rolls and is vaporized! In the next phase, you activate the Succubus' Killer routine. The metal-clad warrior springs forward and attacks the monster, slaying it in a flare of light. Close Call.

23) You've tost your Invisibility and Speedtrap programs, so you enter the next Frame cautiously. You breathe a sigh of relief--its only a Data Watt. Your Copycracker III takes it down fast. You enter the Central Processor.

24) Moving through the CP, you have two options. One is to hit the workstations and see who's logging on. But you figure that's not going to give you a tot of good data. What you want are the plans for Microtech's new military computer. That'll be in the Memory Storages. You press on.

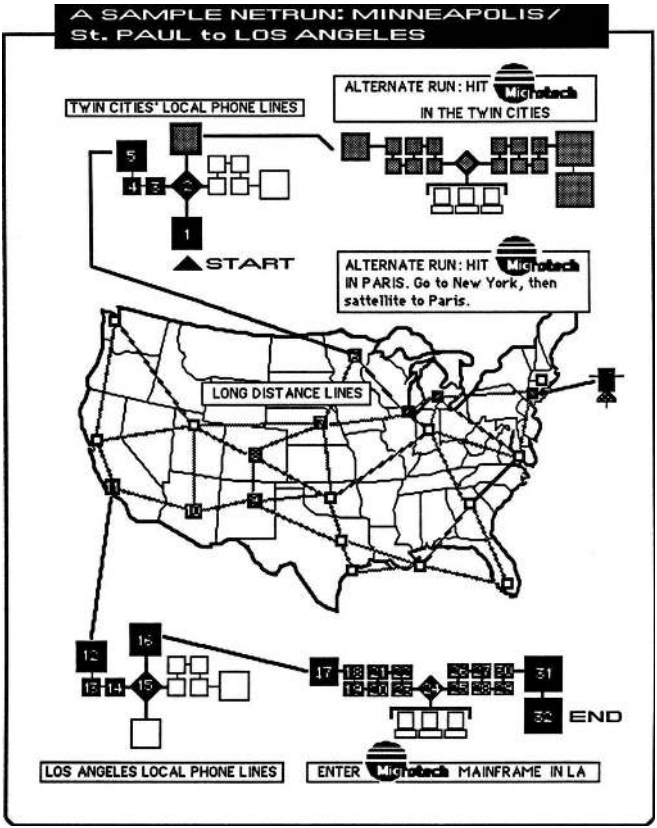
25) Entering the first Defense Frame of the Memory area, you encounter another Watchdog. But wait!--its a Bloodhound! It lunges past you and off on your trail. You activate the Killer routine and the armored warrior rockets off in hot pursuit. In the first phase, the Bloodhound escapes. But on the second phase, the samurai kills the hound before it can trace your path. The Killer reappears before you, melting back into the form of the beautiful chromed woman. She winks.

26, 27, 28) Cautiously, you move into the next Frame. Empty. So's the next and the next. What gives? Obviously someone wanted to spend their money elsewhere in the system. But where? You step into the next Frame.

29) Hellhound! The huge black cloud leaps at you, but you throw the Killer routine in its way. Phase one--the metal warrior staggers and misses! Phase two--the overworked Succubus's crash save is now 5! She fails the save and vaporizes with a despairing cry. You're alone without a program to cover you. The Hellhound's eyes glitter gleefully as it reaches out to stop your heart—

You punch out.

You're sitting in a chair in front of your desk. The seedy flat is silent except for the faint hum of your cybermodem as it


A SAMPLE NETRUN: MINNEAPOLIS/ St. PAUL to LOS ANGELES
TWIN CITIES* LOCAL PHONE LINES
ALTERNATE RUN: HIT Mitrotech IN THE TWIN CITIES
START
ALTERNATE RUN: HIT Mitrotech IN PARIS. Go to New York, then sattellite to Paris.
LONG DISTANCE LINES
END
LOS ANGELES LOCAL PHONE LINES
ENTER Mitrotech MAINFRAME IN LA

powers down. Your hands shake as you think about your narrow escape. Next time, you think, I've gotta bring along some bigger guns. That was too close.

The entire run has lasted less than two minutes.

Refereeing The Net

The Net poses a special challenge to even an experienced Referee. It allows the player to construct his or her own pocket universe--a universe in which the Netrunner has nearly godlike powers. Unlike other roleplaying systems, the Referee must work very closely with his Netrunner player to make their Interface playable. Luckily, there are a few natural limits imposed on this pocket world. It's population will always be extremely limited, consisting of the Netrunner, some thirty or so programs (and their personifications), and an occasional rival Netrunner who come in from the outside. It won't have a lot of locations--mostly corridors representing wires, small rooms representing Defense Frames, and an occasional big space or room representing a memory storage. Also, each time a Flatline cleans out an Interface, that particular universe will be reduced to square one again.

Even so, its going to be a challenge to be able to create and maintain a lot of pocket universes for each player. For this reason, we suggest that Referees either limit the number of 'Runners in their game to one or two, or give all of the Runners in their game the exact same interface and make them run together. A smart Referee will limit the number of interface per character to one, and insist that beginning characters use one of the three example interfaces from this rulebook to start with. This way, the same programs, descriptions and locations can be reused over and over again.

Our best suggestion is to treat any Net interface as a separate reality unto itself. Using the player's Interface Map as his guide, the Referee should keep notes on programs or characters encountered, incidents from runs, and other trivia (like names and dates). Start your interface out slow-it doesn't matter if its choppy or one dimensional--its going to take some time before the interface program learns enough about its Netrunner user to become a viable world.

USING THE Maps

Net Maps are the Referee's guide to where things are in the universe of the Net. The best way use the Maps in this rulebook is to treat them as if they are actually levels of a

vast maze, gameboard or dungeon. The adventuring Netrunner travels through these maze levels, encountering obstacles and dangers in the various protective Defense Frames strewn along the way.

Computer/Communications maps: Treat these as segments of a very small maze. Entering the Maze from its Phone or Long Distance Link, you will travel around going to specific areas of the maze, such as residential or business lines. The Central Processor is like a huge freeway interchange where all roads meet. Scattered along the routes will be various Defense Frames, each loaded with hazards the Netrunner must defeat.

Long Distance Maps: These are like large freeway systems. Any point where there is a city-marked box, you may enter or exit the "freeway." Whether entering or leaving, you will pass through the Long Distance Link for that particular city.

Satellite Maps: Cities shown on this map have satellite connections to the WorkdSat Communications Network. To reach the satellite, you must enter or exit via the city's Long Distance Link. A satellite can only reach the cities in the square in which it is placed (for example, Satellite #13 can only reach Tokyo and Hong Kong). However, they may *bounce* the signal off any satellite in an adjacent square, and from that square to the next. To reach London from Tokyo, for example, I could bounce my signal from #13 to #7, then down to London. Or I could bounce around the world in the opposite direction, going from #13 to #2 to #7. Each bounce counts as one move or phase of action.

Data Frames: Treat these as a room with two doors--one entering, and one exiting. Inside the room will be a type of defensive program. The Netrunner must enter the room, deal with the program, and exit through the opposite door.

Designing A Computer System

While the other three levels of the Net will use the same maps time and time again, individual computers can be as varied and creative as the Referee desires. He can make them simple and brutal, elegant and deadly, or even just plain primitive, using the simple components listed below to create an map of the computers architecture. Remember: **All computers must have a Central Processor and at least one Memory**. We employ a bit of "game designer's licence" in portraying these systems as much simpler than they really are. After all; you want to game, not study computer science!

Computer Parts

Central Processor

This is where the computer does its "thinking"--the heart of its computational skills. The same symbol is used to show the Central Processor for the City Phone System as well, as this is where the switching computer does its calculations. You can use the Central processor to give the computer commands. You can tell it to print things, write checks, and make calculations.

Defense Frames

Only certain parts of a computer can be used for defense. These are special sections in the architecture of the computer, called Defense Frames. In these sections, the clever programmer sets his traps and leaves program "defenders" to protect his computer system. Defense Frames are represented on a Net Map as a series of small boxes, each connected by lines. Each Defense Frame can hold one program. This program is triggered the moment the Netrunner enters the Defense Frame, unless he has successfully used an evasive program like Invisibility.

Memory Storage

The Memory Storage is a vast library of stored information, from which the Central Processor gets the facts it needs to compute. This is also where the Netrunner finds the information he's looking for.

Files & Data

Each Memory storage holds millions of Files. Files are like folders full of pieces of information. Each individual piece of information is called a piece of Data. A single file may hold hundreds of pieces of Data.

Example: The Arasaka LTD computer in Tokyo has three memory storages. One of them holds a file called ***Secret NInja Operations In Great Britain****. The file itself holds three pieces of Data: a report on a ninja attack on the Prime Minister in 2010, a letter from the Kira ninja clan head in London, and a list of the cover identities of all the ninja currently hiding in the United Kingdom.*

Once the data is located, you can select two options. You may choose to **copy** the data, leaving the original in the file, or **take** the data (effectively removing the only copy from memory, and taking it with you). When removing or taking copies of data, you can copy it back to your deck, then punch out without having to retrace your steps. Think of it as a one way treasure hunt with the treasure seeker magically teleporting home after he finds the treasure. The tough part is getting *in,* not out.

How much data can you take? It would be a little hard to use the real limits of computer memory in a game system, but here are some guidelines. In general, a cybermodem can remove up to one megabyte of data (equivalent to several hundred pages of text). The Referee will have to be a absolute arbiter of how big the section of data you want to move will be. As a rule of thumb, we suggest a ratio of 1,000 pages of text per megabyte, in any combination of data or files. A large or complex program might use up a full megabyte. A really big program probably couldn't be moved by the cybermodem.

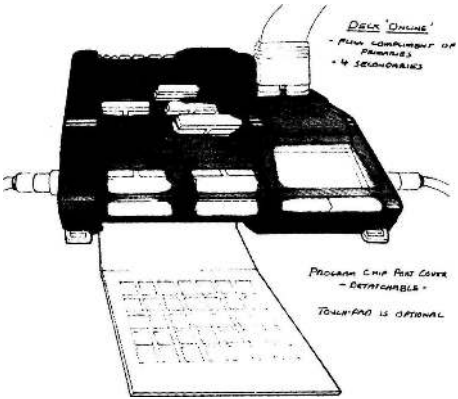
Workstations

A workstation is an external part of the computer; usually a TV screen and a typewriter-like keyboard. The workstation allows you to use the computer. Although the symbol for workstations shows them all in one place, it important to remember that they may be in many different places, and there may be many more than the three portrayed in the workstation icon. Referees should label each individual workstation icon in some way if they need to know where each one is and who runs it.

Controls (Cameras, microphones, alarms, doors)

These are systems inside the computer which allow it to remotely control external hardware. The computer might be hooked up to cameras or microphones. It might control the doors or elevators to the building. It might control the fire, burglar or smoke alarms.

Commands to the controls are usually done via a workstation. This means that the workstation user will need to know specific codewords to operate a control system. However, a Netrunner working from inside, can get through the code blocks and defenses and tell the computer what to do directly from the workstation. He can open doors, shut off alarms, watch corridors, and even activate remote weapons.



Trauma Team

Medtech & Drugs in the Cyber Age

Face it; you don't need to know about the medical technology of 2013. You need to know about Trauma Medicine—things to do when you're bleeding to death in a dark alley somewhere.

Trauma Team™ Incorporated

One of the most powerful corporations of the Cyber Age is the Trauma Team; a bonded and licenced paramedical franchise operating throughout the U.S., Canada and parts of Europe. These crack ambulance units are specifically designed to get to the scene of a fatality within seven minutes (or your money back).

Trauma Teams crews are made up of the best paramedical techs and staff available. The teams are usually made up of a driver, a senior medtechie, an assistant and two "security" officers. They normally travel in a heavily armored AV-4 aircraft, supported by mobile tanker trucks and ground refuelling stations. A Trauma Team AV-4 contains the most sophisticated revivication and life support technology available, including a mobile cryotank to lower the body temperature to approx. 24 degrees F, (the optimum temperature to prevent hemmorhaging, shock and brain swelling).

Trauma Teams can be summoned via 911 on any phone, and are equipped to trace the origin of any phone call to its source. You may also opt to carry a "deadman" transmitter, which will activate and automatically signal a Trauma Team the moment your brainwave pattern falls into a coma state.

There are usually a dozen or more Trauma Teams on call at any time in a major city. Immediately after recieving an alert, the nearest Trauma Team unit goes airborne, their sophisticated tracking equipment homing in the last known location of the patient. The pilot (who is skilled enough to set his six ton AV-4 on top of a parked car if need be), drops in as close as possible. If the firefight is still going on, the security team secures the area (using the AV's twin auto cannon or thier own portable weapons). The medtechs load the patient on board, shunting his life support to the onboard heart-lung machines, plugging him into onboard biomonitors, and chilling his body down in the refrigerated tank for stabilization. Rapid surgery is performed on the spot for the most critical wounds, while the med specialist uses a combination of electroshock, drugs and manual recsucitation to get the patient on-line again. The pilot slams down the throttles and the AV-4 rockets skywards on a pillar of exhaust, headed for the nearest emergency room. The entire process may have taken all of four minutes from start to finish.

As a privately owned concern, Trauma Teams are not under any obligation to transport a casualty to a hospital, although they are responsible for reviving and stabilizing critically wounded patients. Trauma Team fees are exceedingly steep ($100 per minute) ; the best method of offsetting their exorbitant costs is to either carry Trauma Team services as part of a corporate group insurance policy, or to establish an account with TT International, paying a premium of $500 in advance each month for continued service.

Death State -

We can do some pretty amazing things these days. We can grow skin, blood and muscle tissue in collagen-saccharide tissue tanks. Smaller parts, like toes, fingers, eyes and internal organs can be purchased from the local Body Bank and grafted on with advanced microsurgery. What we can't do is regrow brains. Once you're dead, you're dead.

Let's amend that: once your'e DEAD 10, you're dead. Because "21st century" medicine is so good at reviving the clinically "dead," Trauma Team™ Inc. (the world's largest paramedical service, with offices worldwide), has established ten levels of death, each succeeding level a measure of how difficult it will be to revive the patient. This measuring system is called **Death State**. For every minute (6 turns) that you are clinically dead, your death state increases by one level. *Example: I am killed at 9:00. Three minutes pass before the Trauma Team™ AV-4 arrives. I am now at Death State 3.*

This is of critical importance to the dead *Cyberpunk* character. When the Trauma Team arrives, a roll must be made to determine if the patient can be revived. **This roll, on 1D10, must be higher than the current Death State number**, or the patient is a candidate for the Body Bank.

Body Banks

Just in case it didn't work out, you can still make a dead

comrade pull his weight. The Lifeline Act of 1994 (an extension of the Donor Cards of the 1980's) allows a donor to carry a donor card in his wallet. This card must be registered with the federal government. Only Donor Carded bodies can be turned into a Donor Center, where a bounty is paid.

The bounty ranges from $200 to $600 depending on body condition at the time.

But the government doesn't care who turns the body in. All you need is the Card and a legitimate death certificate stating that the deceased died of natural or accidental causes, available through any local coroner. The result is that many firefights end with a frenzied looting of bodies for Donor Cards-followed by another firefight over disputed claims and ending in another frenzy of looting.

Legally, donor Centers must be located in legitimate offices of the County or City Coroner's Office, or in a public hospital. However, a thriving black market in fraudulent donors thrives in most of the "Combat Zones," usually out of "ripperdoc" clinics or corporate centers (where high level execs get first pick of the new "parts"). A Donor Center requires at least one or more cryotanks ($5,000 each) to maintain the body in good condition.

We Can Rebuild You

Surgical techniques of the Cyberpunk Universe are far more advanced than the primitive medtech of the 20th century. Organs, blood, skin and bone can be stored in body banks (the cheap way), or grown to order in biolabs (the expensive way). Dermal staples can resuture damaged tissue to microscopic tolerances. Advanced booster drugs can speed healing to phenomenal levels. Here are just a few of the useful medical tools of the future:

Dermal Stapler: automatically pulls the ends of the wound together and sutures them with a series of microscopic, organic staples. The staples dissolve into the skin in 4-6 weeks, depending on the type used.

Spray Skin: For abrasions only, this is a thick, putty-like spray gel that hardens into a rubbery plastic skin. It is air permiable and begins to flake away in about two weeks. Antiseptic and sterile, it automatically fills and coagulates the wound. It also itches.

Cryotank: An advanced refrigeration tank, the Cryo cools the body down, while built-in heart/lung machines maintain blood and oxygen flow. Designed to keep a dead or dying body in relative stasis, instead of deteriorating.

Biomonitor: This monitor reads out vital signs; heartbeat, respiratory, brainwave, blood pressure, blood sugar, temperature, and sounds an alarm if these change from preset parameters.

Slap patch: A small plastic pad containing a measured amount of medicine. The pad is slapped against the skin, sticking there until the dose is absorbed. It then falls off. Most drugs in 2013 are administered this way.

When making Recovery Rolls in Cyberpunk, treat the wound in question as if it is one wound level lower than it actually is. *Example: I have taken a Serious Wound to the leg. For the purposes of wound recovery, I will treat it as if it is actually a Flesh Wound.* This shift in Wound Level reflects the advanced healing techniques of 2013. With dermal staples and grafted tissue, a patient can take a flesh wound and be out of the hospital in the time it takes to graft on the new skin and muscle. Critical damage becomes a cinch to deal with when you can take out the damaged organs and replace them with new ones.

Of course, this isn't cheap. Repairing a Flesh wound costs $50.00. Repairing a Serious Wound costs $150.00. Surgery and postop on a Critical Wound costs $500 to $1000, based on Referee discretion. Bringing you back from death's door (a Mortal Wound), costs upwards of $2000.00. In addition, for every day of hospital care, the price tag will run at least $300.00. This does not include the price of any cybernetics you have installed, *Trauma Team* fees, or other incidentals.

A good health plan costs $100.00 a month, and will pay up to 90% of all medical costs incurred. Check it out.

Body Design

As long as you're having a few cybernetic grafts put on, why not go all the way and re-do the whole thing? The art of Body Design includes skin tints, hair and eye color changes, breast enlargement and reduction, and general all-over body sculpting. You can have bone and muscle removed to become shorter, or have grafts added to become taller. Excess fat can be suctioned away, and collagen implants can smooth wrinkles, add weight, and change contours. Body Design can be used change your appearance to match a desired style, or to increase your general Attractiveness. It is readily available in a number of body salons, including ***Bodyshoppe***, ***Parts N' Programs***, and ***Docs R Us***™.

Appearance: Looking like a favorite movie star or celebrity is a popular fad in 2013; entire gangs, known as *Posers*, often have themselves bodyshaped to resemble famous people. Appearance changes are also a staple for Solos, Rockers, and any other sort of high mover who needs to change identities often. To determine the cost of an appearance change, roll 4D10 and multiply by $100. *Example: I decide to join the Kennedys--a posergang whose members all look like JFK, RFK or Marilyn Monroe. I roll a 2, 4, 1 and an 8. It costs me $1500.00, but I now look* exactly *like Bobby Kennedy.*

Increase Attractiveness: Style in the Cyberpunk universe tends to go to extremes-people are either very ugly or very good looking. You can increase your Attractiveness Stat by having your body re-designed at a local 'sculpt clinic. The operation may include nose jobs, plastic surgery, collagen implants, muscle and tissue restructuring and bone extension. For each point of increased Attractiveness, roll 1D10, then multiply the total by $100. *Example: I plan to raise my ATT Stat by four points, to 9.1 roll 5, 3, 8 and 7. My new body design costs me $1800.00.*

Want to *decrease* your Attractiveness? A straight razor costs fifty-nine cents.

Drugs

Question: What's a Cyberpunk game without drugs?
Answer: a lot healthier.

The drugs of 2013 are far more lethal than their 20th century counterparts. Many are experimental chemicals dumped on the Street by unscrupulous Corporations looking for guinea pigs. Some are homebrewed horrors designed in backbasement labs. Still others are military-designed "combat drugs" designed to create armies of zombie killing machines. All of them are bad news.

Addiction Save

All of the drugs in Cyberpunk are addictive--the people who designed them were *looking for* a way to create a captive market of addicts. Each time your character uses a drug, you must roll a 1D10 value lower than the total number of times you have taken that particular drug. A failed roll means you are addicted and probably in big trouble. Common street drugs include:

Boost: Boost increases INT by 1 for a 3 hour period. A Boost addict has gained **full** tolerance- his INT is no longer increased, and he must have more Boost within 12 hours or be reduced to screaming fits and hallucinations.

Blue Glass: Blue Glass was originally developed as a biological weapon. Under stress, you will have a 3 in 10 chance of "flashing out" -reduced to staring blankly at the pretty colors in your mind. Roll 1D10 and hope.

Smash: Smash is 2013's answer to alcohol-its yellow, foamy, and comes in cans. It makes you loose, happy and ready to party. The downside is that when it wears off, it makes you suicidal. If you're not hooked; no problem--the effect wears off in about three hours. But if you're hooked, the depression gets worse. Every hour you go without Smash, roll 1D10. You must roll lower than the total number of hours you have gone without Smash. On a failed roll, you sink into total catatonia; a feebly mumbling ball of pain--a ripe target for some Booster looking for spare change.

'Dorph: Designed as a combat medicine and painkiller, endorphins reduce pain and stress effects. 'Dorph allows you to ignore the effects of stun or shock. Dorph also has a nasty cost in nervous system damage. Each time you use 'dorph, roll an additional 1D10. On a 1, you have lost 1 point of REF--permanently.

Black Lace: A high powered version of 'Dorph which imparts euphoria, adrenal rush, and invulnerability to pain. Your CL is raised by 2, and you are immune to stun or shock effects. Lace is deadly. Lace users become fearless, coldblooded killing machines-- exactly what its military designers were looking for. If you fail your addiction save, roll an additional 1D6 and subtract the result from your EMP Stat. Treat the result as if suffering from cyberpsychosis. If you go over the line, too bad. Roll up another character.

Remember: Drugs are dangerous. Mess with them and you'll probably kill your character. Or at least mess him up beyond repair. The choice Is yours.

Just like real life.

NOTES & ERRATTA FOR CYBERPUNK

1) Big Trouble in Little Lifepath

Currently, the *Cyberpunk* Lifepath is overweighted towards combat-related characters. Skills such as Dodge and Martial Arts appear in all three columns, while other technical and artistic skills appear only once. The Solo can get a rifle of +7 and a Dodge of +8, while even the best Rockerboy can only get a Play Instrument of +2. Not so hot, huh? You're right.

Another problem is in character background. To get moderate levels in your skills, you have to take every lifepath option, even if it makes not sense for your character (for example, a rebel without a cause who is forced to join the army and go to college to get good skills, even though he would never really leave the Street). Again, a problem.

Here's the solution. Now, when designing a character, you may roll up to three times, choosing any education path you want; each one representing four years of your life as before. Of course, it is still possible that you will fail your roll to make it into that path, but you will still have three tries overall.

This means if you want a punk who never made it out of the Street, you can roll three times on Street Education. A career cybersoldier could roll three times on the Military path, or take one roll off to go to College on the G.I. Bill. A P.H.D. scientist would spend all twelve years in the university (College) accumulating scientific and technical skills.

You may still choose any six skills at +2 (you may not take a skill twice in the same four year period!!), but if you take an education path for another four years, you can choose skills taken in the proceeding four years and improve them. This a college-trained Rockerboy who gets a PHD in music (taking College Education three times), could get his Sing and Play Instruments at +6.

This new approach allows all classes to have access to the skills that make sense for them. It will also allow for more coherent backgrounds, since everyone will not have the same three education paths.

2) Higher Education

As it now stands, it is advantageous for players to travel through as many Education Paths as possible, creating a population explosion of 28 year olds. Although the older player may face increased risks from the Life Events Table or by fudging their Education Rolls, many players may attempt to leapfrog these steps to create 28 year old "combat god" characters. Make sure they roll through *all* steps-Only You Can Prevent Supercharacters.

But what if you're *older* than 28? Although a younger character can be generated simply by missing a few Education rolls along the way, this doesn't really allow for a grizzled old Solo who knows as much as Methuselah.

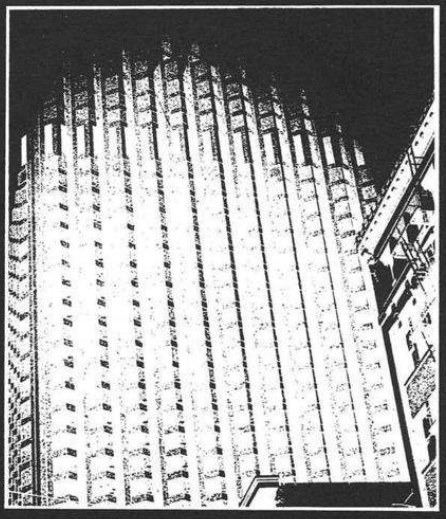
Here's how to play it: For every additional four year period, you may elect to trade 1 point of REFLEX for another pass through the Education Path of your choice. This reflects the fact that most humans begin to trade experience for physical performance in their early 30's. While your overall Reflexes may drop as you gain age, you will recieve an added bonus in the form of related skills that you have picked up along the way--the old trade of youth for experience. *Here's an example: Sgt. Harrigan Thorpe is a veteran of the Central American Wars; an experienced cybergrunt. He is now thirty six, reflecting the fact that he has passed through two additional Education Rolls (which he used in the Military). Sgt. Thorpe began with a 10 REF. It has now dropped to an 8. The +2 drop will, to some effect, reduce the automatic +4 total gain to any of his Reflex-based skills (such as Martial Arts or Pistol). But his TECH, COOL, INT and other stats will be unaffected. He parlays the +2's he receives for his two additional terms (+4 in all), into knowledge, Persuasion, and AV-4 tech.*

3) Entering Military Education, revised. Not everyone with brains and coordination can make it into the Army. Cooperation and social skills are also important, as well as a reasonably clean record. To reflect this, characters must now make a required roll to pass through the Military Education path. **For all character Childhoods, roll 5 or lower on 1D10 to enter the service.**

4) Several important skills have been left out of the Education Paths. In the **Military Path**, substitute **AV-4 Pilot** for one of the two **Brawling** skills. Add **Rotorwlng Pilot** and **Aircraft Pilot** to this Path. In the **Pickup Skills Path**, add **Rotorwlng Pilot**, **Aircraft Tech**, and **Aircraft Pilot**.

Cyberpunk

The Roleplaying Game of the Dark Future



Welcome to Night City: A Sourcebook for 2013

R. TALSORIAN GAMES INC.

Cyberpunk

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Timeline for the 2000's

1989-A period of unprecedented corruption, as "Gang of Four" (CIA, NSC, FBI and DEA) combine to effectively run government behind President's back.

1990-Central American Conflict. Organization of Central American States unilaterally condemns US for interventionist actions in Panama, Nicaragua, Honduras, El Salvador. The Panama Canal treaty expires, and the Canal reverts to the Panamanian government. The US sends military forces to Panama to retake the Canal, citing national defense issues. The *Guardia Nacional* takes to the hills, fighting a running guerrilla war from over the Honduras and Nicaraguan borders. By 1994, US troops have intervened in these nations as well, and a full scale war is underway. Much like Vietnam, it is a conflict which pits natives against outsiders--in this case, the US's newly developed, elite Mechanical Light Infantry Battallions. These are cybersoldiers using the best of the newtech developed in the early 90's.

Fall of South Africa. There is little or no communication from Southern Africa for the next four years, although terrible atrocities and genocidal wars are rumored.

Riots in London between rival Labour and racial extremist factions.

1991- Eurospace Agency's Hermes spaceplane launched.

Gorborev regime purges last of old Soviet hardliners.

$CHOOH^2$ developed by Biotechinica.

First Arcology built on the ruins of Jersey City, New Jersey. Sixteen "Arcos" begin construction over the next 5 years, until the Collapse of 1997, leaving the huge structures half completed, but filled with squatters and homeless.

Artificial muscle fibres developed at Stanford Research Center.

1992- With the entry of Japan into the Common market, a new entity, the *Euromarket*, is formed. Zones of control and protective tarriffs regulate the activities of the member nations of France, Britain, Germany, Italy. A common currency unit, the *Eurodollar*, is also established, based on the current average value in gold of all currencies combined (franc, yen, pound, mark, kroner). Still trapped in the paranoid isolationism of the Gang of Four, the US declines to enter.

U.S. Drug Enfoprcement Agency develops and spreads several designer plagues worldwide, targeting cocao and opium plants. Governents of Chile, Ecuador, collapse. A savage drug war between dealers and DEA breaks out all over the Americas.

First use of high-energy laser array lift systems. Simple massdriver is established on the Canary islands by the eight member Eurospace Combine.

1993- First TRC biologic interface chips developed in Munich, West Germany.

AV-4 Assault vehicle developed to deal with increasing riots in US urban zones.

1994- World Stock Crash of '94. U.S. economy teeters, then collapses.

1995- Kilamanjaro Massdriver begins construction, under joint agreement between Eurospace Agency and the Pan African Alliance.

1996- This is the generally agreed upon start of the Collapse. Weakened by the losses of the World Stock Crisis in '94, and overwhelmed by the unemployment and homelessness throughout the US, many city governments collapse or go bankrupt. Snarled in the chaos left by the Gang of Four, the federal govenment is totally ineffective.

Nomad Riots: By now, 1 in 6 Americans is homeless. Hundreds of thousands riot for living space throughout the US. Nomad packs begin on the West Coast, spread rapidly throughout the nation. First appearance of boostergangs.

Lawyer Purge: irate citizen lynch hundreds of crimal defense attorneys.

Martial Law established in U.S.

1997- Mideast Meltdown. Tensions in the Middle East escalate to nuclear exhange. Iran, Iraq, Libya, Chad and the Arab Emirates reduced to radioactive slag. World oil supply reduced by half.

1999- Federal Weapons Statute established.

Luna Colony established. A massdriver is constructed to provide raw materials for orbital platforms.
Martial Law ends in U.S. Uniform Civilian Justice Code established.

2000- Crystal Palace space station begun at L-5.

Wasting Plague hits the U.S., Europe, killing hundreds of thousands.

2001-The framework for the Net is now firmly in place with the construction of the World Sat Network.

2002-Food Crash: Mutated plant virus wipes out Canadian, Soviet crops. U.S. crops survive due to new biological counter agent.

2003- Second Central American War. U.S. invades Columbia, Ecuador, Peru, Venezuela. The War is a disaster which costs thousands of American lives. Eventually, the remainder of the Gang of 4 is swept away on a wave of reform.

2004- First cloned tissue growth in vitro. Microsutures, sterilizer fields developed.

First Corporate War: Eighteen multnationals, including EBM and Orbital Air battle for control of failing Trans-World Air.

2005- Cybermodem invented.

2006-First clone grown in vitro. It is mindless and only lives for a few hours, but this technology allows organs and limbs to be grown and stored without tissue rejection.

2007- Second Corporate War: Involving a number of larger firms including Petro-Chem, the dispute is over oilfields off the Southeast Asian coast.

2008- US assault on Soviet weapons platform MIR XIII. EuroSpace agency intervenes. An orbital war begins between "Euros" and "Yanks", until Luna Colony massdriver drops a rock on Colorado Springs. An uneasy peace is reached.

2009- Joint Euro-Soviet-mission to Mars departs.

2010- End of Second Central American Conflict.

2011- Crystal Palace is completed. EuroSpace Agency now has a permanent hold in high orbit.

2013- Present

AV-4 Ambulance

Flashforward 2013

In the United States, twenty five years of corrupt government and economic destabilization have resulted in a nation divided--- by class, by race and by economics. By the end of the 1980's, it was evident that the nation was in trouble. Most social norms had dissolved under an all engulfing wave of competing special interest groups, media fueled fads, and an overall "me first" worldview. By 1992, the number of homeless on the streets had skyrocketed to 21 million. The technical revolution had further torn the economy apart, creating two radically divergent classes--a wealthy, technically oriented, materially acquisitive group of corporate professionals, and a down class of homeless, unskilled, blue-collar workers. The middle class was nearly eradicated. It was this dismal beginning that led to the current American landscape of 2013.

In large cities, business areas are clean, neat, well lit showcases, free of crime and poverty, controlled by powerful corporations. Ringing the central areas are the Combat Zones---decrepit, squalid suburbs and burned out ghettos teeming with booster-gangs and other violent sociopaths. The outer suburbs are also corporate-controlled zones; safe, well-guarded tracts where executives raise their families in relative security.

Throughout the Midwestern states, many small towns have been abandoned, as local farms, businesses and banks collapsed in the wake of drought, famine and economic chaos. The farms have been bought up by huge agricorporations, and are maintained with hired workers, machine labor, and well-equipped guards. The open freeways are battle-grounds, as armed packs of Nomads travel from city to city, looting and pillaging like mechanized Visigoths.

In this bleak landscape is a bright light of hope. The upheavals of the last twenty five years have unified the poor, oppressed and angry of the nation. There are signs that the gang mentality of the early 2000s is giving way to a new movement, as *Rockers*, *Nomads*, *Solos* and *Medias* take to the streets to fight authority and oppression. Far from being finished, the United States seems to be, against all odds, coming back. But only time will tell if the so-called *Cyberpunk* revolution will succeed.

In the Eurotheatre, things are considerably better. The World Stock Exchange and the Common Market have created a stable, profitable economy in which most of the European nations participate --the exceptions are Italy, Spain and Greece---all of which suffer chronic political upheavals. Here, the international corporations also have a great deal of power, but various Euro-governments have skillfully managed to keep these business barons under control. Only Great Britain has suffered major economic trouble---swamped by massive immigration and an antiquated technological base, it's streets are almost as explosively dangerous as the United States'.

With the massive reforms of the early 1990's (and the subsequent purge of hardliners in 1991), the Soviet Union has emerged as a strong partner in the expanding Eurotheatre. Most of Eastern Europe now enjoys an autonomy unthinkable during the days of the Cold War. Where the Soviet State is weakest is in food production. It still cannot feed it's hungry population, and it's technology lags far behind most other nations in the Eurotheatre. With continuing failure of the Party's economic and social reforms, the hardliners are once again gaining strength and a showdown between the surviving cold warriors and the liberal reformers is coming fast.

The Middle East is silent---ominously so. The Meltdown has left vast areas of Iran, Libya, Iraq, Chad and the Arab Emirates as radioactive fields of glass. Only Egypt, Syria and Israel survived intact; their aircraft were able to down the incoming suicide bombers. The majority of regional peoples have been reduced to mob rule, clustered in their blasted cities or cowering under the tyranny of a local warlord. Many have fled into the desert, to reap-

pear as warrior-tribes. Others have embraced religious fanaticism, sweeping out of the ruined Mid-East to avenge themselves with acts of terrorism and murder. Rumors of *jihad*--the Holy War---are on the radioactive wind, although it is still unclear what form the coming war with the infidel will take this time.

From the bloodbaths of Capetown, New Africa emerged as a fractured continent of warring countries under a bewildering array of dictators, democracies and socialist states. Eventually, as the Euro-nations negotiated with Kenya to build the Kilomonjaro massdriver, many of the African nations began to see their place in the 21st century. Bargaining with manpower, raw materials, and valuable land on the critical Equatorial orbital belt, the African states established their footholds in space--nearly one third of all space construction workers are African, and the majority of spaceport facilities and construction areas are on African soil. Technology has joined Africa under one government, and the last petty dictators and tribalisms are falling fast before the lure of the stars.

In the Far East, Japan faces an age of new challenges. Out from the protective shadow of the United States, it must not only cope with it's own defense in a nuclear age, but also rising competition with Korea, China and the re-organized New Phillipines. In recent years, the Japanese have changed from economic rivals and robber barons to economic supporters of the U.S. economy. But old scars from the trade wars of the 1990s die hard, and true mutual cooperation between the U.S. and Japan is a long time coming. This is further aggravated by the fact that China, a newly emerging power in it's own right, has further strengthened it's relations with the U.S. through the Mutual Defense Treaty of 2009.

After a lengthy war with the United States, Central America has emerged as a strong union of independent states, working under a pact of mutual cooperation. The U.S. has been expelled from all but the Panama Canal Zone, which it holds by sheer military force against ongoing guerilla aggression. South America is a warzone of juntas, secret police, drug lords and military oppression, torn by periodic combat and revolution.

Legal Background

The police of the 2000's are organized much as they were during the 20th century with Homicide, Vice, Burglary and Traffic Squads; about 5 men each. The most recent addition to police organization has been the addition of the Cyberpsycho Squad (also known as the Psycho Squad), whose main job is to deal with cybernetic criminals. While the average beat cop hits the Street in an armored squad car, wearing an armor jacket, helmet and carrying a smartchipped Beretta sidearm, the Psycho Squad detail employs airogyros, AV-4's, miniguns, assault weapons and Stinger missile launchers.

City cops can patrol all areas of the city. Corporate Cops are deputized to patrol only corporate facilities. However, in areas where a large number of office areas are side by side, this effectively can turn an entire downtown region into Corporate Cop territory. Corporate cops usually are better armed and armored, and often have full Trauma Team medical coverage. They are also more vicious, sadistic and likely to shoot first--after all, they know the Corporation can cover the incident up.

The Civilian Justice Code

Skyrocketing crime rates in the 1990's, proved that the existing legal structure was falling apart. Following the Purge of 1996, (when citizen's groups lynched hundreds of criminal defense lawyers), the Government declared martial law throughout the U.S., for a period of three years. During this time, justice was dispensed by local military courts. The amazing thing is, it worked. A death penalty for looting brings a wonderful element of stability to a rioting neighborhood.

During this period, the Military Justice Code was the main rule of U.S. law. It's draconian standards of crime and punishment served so well that when martial law was suspended in 1999, the Government established a Uniform Civilian Criminal Justice Code in it's place. Although the law is now administered by civilian governments, the Code is the guideline for all criminal procedure in the United States of 2013.

Plea bargaining (pleading guilty to a lesser charge to speed up a trial) has been eliminated. Probation is almost unhead of. The death penalty is standard for murder cases---there is a 3 month appeal process during which new evidence can be produced. Most felonies have mandatory prison terms of 5 to 10 years. Lesser crimes are covered by exile or personality adjustment.

Self defense is defined as "any instance in which the assailant can show just cause that his/her life, or the life of another party was threatened, in circumstances where a duly appointed officer of the law could not be summoned, or where it was impossible to restrain the injured party by any other means.

Theoretically, narcotics may not be possessed within the premises of the United States. However bioengineered plant diseases developed through the 1990's by the Drug Enforcement Agency wiped out 96% of the coca and opium plants in existence, making the point moot. The law also does not cover "designer drugs" such as endorphins, which are defined as medicinal.

Punishment

The punishment for criminal actions under the Uniform Justice Code of 1997 are swift, certain and draconian. The simplest is *personality adjustment*--a process which implants an aversion to comitting the crime ever again. Adjustment has some nasty side effects. including exaggerated

fears of situations and events related to the crime (such as a terror of money based on an anti-robbery adjustment).

Exile implants are keyed to a transmission signal broadcast thru the city phone Net. If the offender enters the city, the implant causes excruciating pain. The offender is effectively exiled from ever entering that specific city again. Repeat offenses in other cities simply cause additional city codes to be added to the implant. After enough crimes in enough cities, the offender will be unable to enter civilization again.

Prisons of the 2000's are horrendously overcrowded and deadly. After the riots of the 90's, prison authorities couldn't care less about rehabilitation--they are mostly interested in penning up society's "mad dogs" and keeping the streets clear. To cope with overcrowding, many prisons force inmates into "braindance"--they are placed in cryo tanks, wired to interface loop programs, and "shut down" for periods of two or three years. Continuous braindance creates a nightmare of unending, bland horror, making it the thing cons fear most.

The simplest method of punishment is still execution. Most states have a State Executioner who administers justice with one well placed .44 slug at point blank range. He is also empowered to hunt down escapees from Death Row.

Weapons 2000

By 1997, even the most well-intentioned gun control statutes were buried under a wave of public protest as crime rates made America a siege state. Self-defense soon became an American lifestyle, and there was an explosive increase in light personal protection weapons.

By 1999, most gun control statutes involved 1) filling out a "carry application" allowing you to carry a concealed handgun; 2) waiting 4 days for an extensive background check and approval, which could be refused on the basis of a criminal record or history of mental illness; and 3) paying the $25.00 fee and having a serial number laser etched into the butt of the gun. This number is cataloged with the ballistics firing pattern of your weapon at FBI Headquarters in Washington D.C.

The Federal Weapons Statute of 1999 states that if a gun with your ID number is used in the commission of a crime, you are liable for that crime, unless you have previously reported the weapon as lost or stolen, and have had this report filed with your local police agency.

Under the provisions of the Federal Weapons Statute, it is not legal to carry submachineguns and other fully automatic weapons--posession carries a stiff 5 to 7 year mandatory prison sentence. Not that this stops anyone.

While there's a certain style in using an old model sidearm like a Colt .357 or .45, the sensible cyberpunk knows that a modern pistol makes a good backup. Since the introduction of the Glock 17 automatic in the mid-1980's, most major handgun manufacturers now produce polymer resin pistols in a variety of calibers.

The most ubiquitous of these is the Federated Arms X-22 and X-38 series, a line of polymer plastic handguns*. Manufactured in a variety of bright, designer colors, the so-called "Polymer One-shot" carries an easy to load 6 round clip of either .22 long or .38 ammunition, retails at $50.00, and is available in most sporting goods stores. It combines practicality, durability and style in a potent little package. The new *Cyberteen*™ line includes airbrushed casings with colorful shapes and artwork molded right in--the perfect gift for the young consumer interested in personal defense.

*use stats for Glock 17

Transportation

Surprise, surprise. Contrary to expectations, the year 2000 has not yielded any staggering new developments in transportation. Years of economic strife and civil unrest have discouraged research into new ways to travel--in fact, the very act of travel has become very restricted. Expect the world of 2013 to be much like the 20th century--a network of crowded freeways, packed trains, and swarming airports.

Automobile (manufactured by Ford-Nissan, New American Motor, Toyo-Chevrolet, Yugo-Marakovka, BMW, Mercedes, etc.)
Powerplant: Alcohol or methane fueled internal combusion
Groundspeed: 100 to 160mph
Structural Damage Points: 50. Armored cars may have up to 30 SP of armor on all surfaces including windows.
There haven't been any major changes in automobiles since the 1980's--externally. Most cars are still basically a box on wheels, with smooth or hard edges. The *Cyberpunk* ethos being, "if it works, keep it till it doesn't work." In the cash poor environment of the 2000's, auto manufacturers have kept to conservative, unimaginative designs, so that by today, the average family car is little changed from it's practically antique Ford or Toyota roots.

With the extremely high price of petroleum, almost all cars of the 2000's are powered by tanks of liquified methane or meta-alcohol fuels such as "CHOOH-2." Electric cars are very rare. Control systems are roughly like those of the late 20th century employing a few more digital displays and pushbutton controls.

The biggest change has come with the introduction of cybernetic control systems. These employ servos at the wheels, throttle and transmission, which are controlled by a modified cybermodem in the dash. The driver simply "studs" into the cybermodem and thinks the car through the motions. Cybervehicles are relatively uncommon--the upgrading price is steep, and the lack of external controls renders the vehicle useless to

anyone but a cybered driver. So far, no major manufacturer has produced a purely cyber-driven automobile, although there are several aftermarket firms which will convert a standard car to cyber control.

Bell Boeing V-22B Osprey
Powerplant: Allison 937 Gas Turbine
Performance: Max speed=275 knots. Range=600 miles
Structral Damage Points: 200 (Ospreys are not armored).
The Osprey mounts two large, wide propped engine nacelles at the ends of a long, high lift wing. The engines can be tilted from a forward facing direction to a vertical position, allowing the aircraft to take off and hover vertically. The wings can be folded back along the body for easy storage, making the Osprey a perfect vehicle to work from rooftop airpads and unprepared airstrips.

A revolutionary concept when it was unveiled in 1988, the Osprey tilt rotor aircraft has become a standard vehicle throughout the 2000's. The military version served with distinction throughout the riots of the 90's and the Central American Conflicts. Various civilian manufacturers (Cessna, Lear, Avionica) have licenced the original Boeing design and applied it to smaller commercial and business applications. The Lear Tiltjet even applies the Osprey principles to a tiltwinged turbojet version.
Ospreys can be found as commuter vehicles between city centers and hub airports, or as corporate aircraft operating from rooftop pads atop headquarters skyscrapers. Small versions such as Cessna's AE-800 Featherlite are popular light aircraft throughout the world, allowing flight operations in even the most remote and unprepared sites.

Light Rail Lev Train
Numerous Manufacturers
Powerplant: Electric third rail inductance field.
Groundspeed: 200 mph.
Structural Damage Points: 80 per car of train.
Superconductor magnets have made it possible to build extremely cheap and durable "levitation trains." Riding on magnetic cushions, these "levs" have become one of the major transportation resources in the 2000's. Financed by Corporations or city governments, they are present in most major cities.

Levs are usually underground within the city limits, running on high pillars out in the suburbs. Usually one line, headed out to the Corporate suburbs, is sealed off and requires an entry code or pass to get into that station. Corporate lev stations are always clean, well lit, and well guarded by corporate security. City lev-stations are usually not up to these standards, although most cities run police patrols on the line to control crime and vandalism.
Lev-tickets are charged at a rate of 50¢ per station passed; a trip passing through three stations, for example, would cost $1.50. Tickets may be purchased from automatic ticket machines, using credit cards or cash. These machines are located in the stations themselves and in local convenience store outlets.

Bell F-152 Airogyro
Powerplant: one Bell-Mazda 2600 rotary aircraft engine.
Performance: Max airspeed: 300 mph. Operational radius: 50 miles.
Structural Damage Points: 40
The riots of the late 90's required new tactics for operating in urban areas. Chief among these was the introduction of light, one man helicopters or airogyros. The F-152 is currently used by police units, Corporate defense teams, Solo assault operations teams and drug-running gangs. An unarmed version, known as the Bell-15, is a popular recreational vehicle.

Osprey Variant

McDonnell-Douglass AV-4 Tactical Urban Assault Vehicle
Powerplant: one Rolls-Royce Pegasus II Vectored Thrust Turbofan (21,180 lbs thrust)
Performance: Max airspeed: 350 mph. Operational radius: 400 miles.
Structural Damage Points: 100. Most AV-4s are armored to an SP of 40.

The nearest thing to a science fiction jet-car, the AV-4 Tac Vehicle was developed as a light assault aircraft

capable of operation in close urban areas where rotary and tiltwing aircraft cannot penetrate. Short, bulbous, and equipped with only rudimentary manuver wings, the AV-4 has the aerodynamic characteristics of a rock, relying on the brute force of it's huge jet engine to keep it aloft (the original Pegasus engine lifted a 19,550 lb Harrier jumpjet, while a fully loaded AV-4 weighs about 8,600 lbs).

The AV-4 is used by police or corporate troops for urban assaults (using 2 belly mounted GAU-12U minigun pods). They are also used as emergency vehicles--specifically by the Trauma Team organizations--or as corporate vehicles for special deliveries and meetings.

Communications

Letters

A stamp in 2013 costs 75¢. There are usually two deliveries--once in the morning at 10.00 a.m. and once in the afternoon at 3.00 p.m. Letters are normally used for personal correspondence, or in regions where Fax machines are not available.

Fax

This is the letterwriting mode of the future. Fax terminals are located in most corporate offices, post offices, computer shops, malls and convenience stores. You may type your letter in using the keyboard provided, have it scanned from your own laser disk, or use the built in scanner to "read"any typed letter. The faxed copy is then transmitted by wire to a local post office in your destination area, where it is automatically typed off, inserted into an envelope, and delivered by letter carrier to the mailbox. Fax copies may also be sent directly to a Fax receiver at your destination. Fax letters costs $1.00 per page.

Cellular Phones

The phone of the future is mobile and cordless, allowing the cyberpunk on the go to talk from his car, office, or even on the street. These "cellular" phones operate by using a series of stationary transceivers which pick up your phone signal and relay it into the regular phone Net. Calls can be made not only from within the city, but also long distance (with a Long Distance service of your choice) all over the world and even into orbit.

Cellular phones come in a variety of brands and styles, although most are about the size of a hand held walky-talky. They operate on rechargeable batteries good for about 12 hours, recharging from a wall socket in 6 hours. Brand names include Magnavox, NEC, Okidata, GE and Radio Shack. Prices range from $400.00 for an inexpensive model, to $3,000.00 for models with multiple lines, built in hold-buttons and memory-autodial.

Like other phones, you must pay a monthly service charge. Baseline rates are $40.00 per month plus 20¢ per minute for local calls. Long Distance varies--a call from Los Angeles to New York might cost @$2.00 per minute during daylight business hours, $1.50 for evening hours.

Cell phones cannot transmit cybermodem signals, making them the one area of the Net unreachable by Netrunning. Cell phones also have a limit on how far they can operate outside of the city limits; about 20 miles.

Screamsheets (newspapers)

To stay competitive with television, most newspapers now use Fax technology. Entire pages are typeset and laid out by computer, photos scanned into places, and the entire newspaper reduced to digital code. This code is transmitted to hundreds of newspaper boxes all over the area. The newsboxes reassemble the code and print the paper (using high speed xerography) on the spot. The result is a slick, flimsy newspaper known in streetslang as a *screamsheet*.

Screamsheets have many advantages over previous newspapers. You can dial the newsbox to print only the sections of the paper you want, paying 1¢ per page printed. New editions can be compiled in hours, allowing the public to keep abreast of a story even as it happens (although most screamsheets are updated at 6:00 a.m., 12:00 a.m., 5:00 p.m. and 10:00 p.m.).

Television & Radio

An all pervasive force in 2013, television is has moved into the realm of total entertainment. One hundred and eighty one channels now crowd the airwaves, as well as various cable and subscriber channels. These cover everything from sports, news, music video, old movies, foreign shows, religious programming, debate, erotic and adult programming, business news and weather. In addition, there are at least 200,000 radio stations throughout the Western world.

In the Euro and Asian theaters, most programming is state-controlled; the BBC in Great Britain, and NGK TV in Japan, for example. In the United States, three privately owned entertainment networks predominate: 21st Century Broadcasting Network (TBN), World Broadcasting Network (WBN) and Network News 54. These networks are the broadcast divisions of three massive entertainment conglomerates, each producing records, tapes, videos, movies and books for the masses. The product is bland, mindless, and caters to the lowest possible denominator.

In addition to network programming, there are satellite feeds, featuring programming from around the world. There are also a large number of "pirate" TV stations, operating out of hidden stations and through cable and satellite patchups. These are often a major source of news and information untainted by corporate and government interference.

Getting Cyberpunk

Assorted Tips and tricks for doing the Cyberpunk Genre

So how do I run this game?

Glad you asked. *Cyberpunk* is a challenge for even an experienced Referee, in that you must create the right atmosphere of grunginess, sleek technology and pervasive paranoia throughout your entire game. The *Cyberpunk* environment is almost always exclusively urban. It's landscape is a maze of towering skyscrapers, burned out ruins, dingy tenements and dangerous alleyways. In short, any major city in the world at about 2:30 in the morning when the lowlives come out in force.

The urban environment is critical to your *Cyberpunk* world. Whether you use our Night City or create your own, remember that your setting has to have all the right elements. There should be garbage-strewn alleyways. There should be bodies lying in the gutters. There should be wild-eyed lunatics, staggering through predawn streets, muttering darkly and clutching sharp knives. Taxis won't stop in the Combat Zones. There are firefights at the streetcorner as the local gangs slug it out. Players should find their apartments regularly broken into, their cars vandalized, their property stolen. Crossing town should be like crossing a battlefield, filled with looters, riots, crazies and muggers.

And it always rains. Every day should be grim, gloomy and overcast. The stars never come out. The sun never shines. There are no singing birds, laughing children. The last bird died in 2008 and the kids are grown in vats. The ozone layer decayed, the greenhouse effect took over, the sky is full of hydrocarbons and the ocean full of sludge. Nice place.

Paranoia is important in a *Cyberpunk* run. Players shouldn't be able to tell who are the good guys and who are the bad just by looking at them. Choices between sides should be ambiguous--there should be no clear cut sense of good and evil, much like real life. Sworn enemies may be thrown together without notice or preparation. Heroes may have to do something illegal or distasteful to accomplish something good; villians may have to do a little good once in a while. It's the breaks.

Your world should have staggering contrasts. In the glittering citadels of the rich, there should be fine food, expensive vices, and beautiful scenery. On the Street, things should be cold, hungry and desperate. There's no middle ground between the haves and have nots. It's all or nothing.

First trick to running *Cyberpunk*: **Immerse yourself in the genre.** We've given you a start with the story *Never Fade Away*--it should give you the style of speech, the urban feel, and the hard edged realities of the *Cyberpunk* world. But you should also hit the local videostore, the library and the record shops for source material. We've included a bibliography of places to start.

Second trick to running *Cyberpunk*: **Play hard and fast.** You should not be afraid to kill off player characters. You should constantly be getting them into fights, traps, betrayals and other soap operas. There should be no one they can trust entirely, no place that's absolutely safe. Never let 'em rest. This doesn't mean you shouldn't play fair. But you should always play for keeps. If they cache weapons somewhere, steal them. If they stop for a rest, mug them. If they can't handle the pressure, they shouldn't be playing *Cyberpunk*. Send them back to that nice roleplaying game with the happy elves and the singing birds. We've given you a great encounters table which we suggest you use everytime the action drags.

Third trick to running *Cyberpunk*: **Atmosphere.** Get out your heaviest rock tapes and play them during your run. Encourage your players to wear leather and mirrorshades. Adopt the slang and invent your own. Replace all the lights in your room with dim blue bulbs. This is the dark future here; and it can't be accurately portrayed in a brightly lit room with milk and cookies on the table.

Fourth and last trick to running *Cyberpunk*: **Teams.** First thing, you'll notice--*Cyberpunk* groups are not social. The players will have no reason to trust anyone, and the conventional reasons (stop evil, kill monsters) for an adventuring party won't work. A bar isn't a place to meet new adventurers--it's a place to scope out potential victims. Parties are more likely to kill each other in a firefight than divide the spoils fairly.

For this reason, you'll need a more solid "hook" on which to hang a *Cyberpunk* adventure. Our hook is the Team. A Team is a group of people who are already

thrown together by Fate in some way which forces them to co-operate. They don't have to like each other, but they have to work together. Besides giving the party a springboard from which to work, the Team also makes the adventure easier to run. Players can be given assignments from a "higher power", or the entire group can be faced with a problem which requires co-operation to solve. The group stays together or it dies. Simple.

We've given you a number of Teams which might naturally evolve in the *Cyberpunk* world of 2013. Each proposes a good mix of character roles and offers many ways in which all the players can become equally involved.

Corporate Teams

Corporate teams are groups that are oriented around a specific corporation, working together to accomplish the company's goals. The main base of operations are the corporation's offices or security areas. A good corporate team might consist of one or more Corps (an executive and an assistant), a Netrunner (who runs the teams intrusion and computer systems), a Fixer (who deals with the team's Street contacts), a Tech (either medical or mechanical), and two to three Solos (who handle the combat).

Bands

Bands are any group of Rockerboys who have gotten together to play music. The band travels from place to place, getting into trouble at each new gig, holding concerts and raising hell. The main base of operations can be a practice hall, a club, or a road bus. There may be any number of Rockers in the band itself (although three to four is considered best). In addition, there will be at least one Fixer (who acts as manager), a possible Techie (to handle equipment needs), and several Solos (who are both bodyguards and roadies). Various other slots such as groupies and tour personnel can be Nomads, Corporates (playing record execs), and Medias (as rock-reporters or reviewers).

Trauma Teams

Trauma Teams are groups of licenced paramedicals who patrol the city looking for accident victims. They operate from an AV-4 Urban Assault Vehicle, redesigned into an ambulance configuration and armed with a belly mounted minigun. A typical Trauma Team would include a driver (Corporate, Fixer or Solo, although Nomad is best), one or more Medtechies, and two or more Solos acting as "security". The team may also have a Dispatcher (Corp or Fixer) in charge of sending them on their missions. A Media might also tag along with the team, writing stories about their adventures.

Mercenaries

Mercs are often hired throughout the *Cyberpunk* world. A typical merc group could include at least one Fixer (to handle contracts), one Netrunner (to handle security systems, computer assault, etc.), one Techie (for weapons), one Medtechie (for wounded), and any combination of Solos or Nomads (as grunt soldiers). It wouldn't be out of line to have a Media there, writing as a war correspondent. A merc group could operate out of a club, a bar, or a well-hidden paramilitary basecamp.

Gangs

Gangs and countergangs are usually the enemy in *Cyberpunk*. But why not turn the tables? Gangs can also be created for positive purposes--neighborhood defense, to stop other more violent gangs, or to resist a major invasion by Government or the Corps. In this context, you could look at Robin Hood or the WWII Resistance as gangs. A typical Gang would have lots of Solos, Nomads and Fixers. There might be a Medtechie or Techie around, and possibly even a Corporate if the gang is one of those controlled by a covert organization. A Media could be covering the gang from the "Street"angle. Gangs operate out of clubs, bars and deserted buildings.

Nomad Packs

Nomad packs are natural Teams---they are already together in one group, and everyone knows each other. A good Nomad Pack could include a few Fixers (to handle in-town negotiations), a Netrunner (who handles the Pack's intelligence work), a mixture of Techies and Medtechies, and any number of Nomads and Solos. The Pack operates from the Caravan--an assemblage of RV's, trailers, busses and cars moving across the blasted landscape of freeway America. The Pack members could travel with the main Caravan, or as Scouts travelling ahead in their own vehicles.

Cops

The Cop team operates out of a seedy, heavily-fortified police station. They might include a few Fixers on the Vice Squad, a Netrunner on Counter Intelligence, a Captain (Corporate) who handles connections with the City Government, and a large number of grunt Cops. Don't forget a few maddened Solos on the Psycho Squad. Cop teams are better than most, as they allow the Referee to break the team into smaller groups of "partners" if needed. A Media might also choose to follow the Cop team, looking for hot stories on the crime beat.

Media Teams

Media teams go anywhere, do anything to get the story. A Media team can operate out of a TV or radio station, a newspaper office, or even a major network news bureau. A good Media team might include two or three Medias (as hard-hitting reporters), a Netrunner (running communications, information gathering, and computer snooping), a Techie for the equipment, and a couple Solos or Nomads to provide muscle and protection. A good newsroom also will have at least one harried Corporate who has to cover the team with the bosses upstairs.

Don't give up your day job: Any one of these Teams can fit a character role that isn't described. A low level Rockerboy could moonlight as a Trauma Teamer while waiting for that big score. A Netrunner might do a litle time with a Corporate team, while sneaking into the Company mainframe at night. A Nomad might do almost anything to earn money while his Pack is in town. In these cases, the main character role should be treated as an interest, which may become more important to the team as time passes.

Night City

Night City is a modern urban environment, complete with dark streets, filthy alleys and rowdy clubs. Where is it located? What's it's real name? Not important. Night City is any big city in the world--it could be yours--late night and up against the wall. The important thing about

Night City is the *feel*, not the substance. It should be a place that the Referee has an immediate grasp of, allowing him to give his descriptions the proper "you are there" ambiance. Night City plays best when you use a city that the players are somewhat familiar with; the recognition of street names and places juxtaposed with boostergangs and hovering assault vehicles will make the 21st century even stranger than fiction.

But we realize some of you don't live in a major urban area. For those of you who can't just use a map of your home town, here's a micro Night City to begin your adventures.

1 City Hall
2 City Library
3 City Museum
4 Hall of Justice
5 Marcini's: A large, expensive department store where you can find almost any luxury item.
6 Raven Microcyb
7 Microtech
8 Arasaka Tower
9 Eurobusiness Machines
10 Petrochem
11 Network 54 offices
12 Plaza Business Tower (96 stories of assorted businesses)
13 West City Tower (88 stories of assorted businesses)
14 Infocomp
15 WNS offices
16 Orbital Air offices
17 Merrill, Asukaga & Finch
18 The Twilight Zone
19 1st CitiBank
20 Euro-Worldbank
21 Grandmill's (large, expensive department store)
22 Totentanz: When the owner of this bar named his bar Deathdance, he didn't know how right he would be. A dance hall/bar housed on the top floor of an old skyscraper, this bar is well known for a place to find boostergangs. They all seem to congregate here, but they don't come to dance for the pleasure of it. It's considered a bad night if the body count is under twenty.
23 WorldSat Communications
24 Hotel Hamilton: A fairly modern hotel, known for it's excellent security.
25 Highcourt Plaza Hotel: A very classy hotel featuring glass elevators, excellent service, and a 1920's decor.
26 Trauma Team™ Offices
27 Industrial Park
28 City Medical Center
29 REO Meatwagon Offices
30 Atlantis: A classic "fern bar", known as a hangout for Corporates and Solos looking for jobs.
31 Jesse James' Non-Kosher Deli: While this may sound like an ideal place to eat, no food is ever served here. The "Deli" is a bar that was constructed in an old police station. Due to several "unforseen" accidents, you must register your personal weapons at the door and use the "safe" ones that are provided for you at the bar. There is a nightly contest to see who can get the highest body count in five minutes.
32 The Outer Limits
33 Rainbow Nights: Rainbow Nights is more of a dance club than a bar. Its main attraction is a big dance floor that is almost always crowded. Every night there is a live band, usually a bunch of no names, but they occasionally draw big names like Johnny Silverhand and Kerry Eurodyne, but only under different names.
34 Medical Technologies (a body bank)
35 City Police Precinct #1
36 Short Circuit: The Short Circuit is one of many bars in Night City. Like most of them, this bar has its regulars, who seem to mostly be Netrunners and Techies. Unbeknownst to most of the city, however, Livewire, one of the most renouned Netrunners, has a shop in a back room of the bar where he buys and sells programs for use in the Net. In addition to his trading of programs, Livewire is also adept at creating his own programs, or ones that other people order.
37 City College
38 Savage Doc's (a ripperdoc joint)
39 City Police Precinct #3
40 Night Owl: One of the few bars that is open all night. This is a heavy security, no-nonsense bar. You come here to drink when nothing else is open.
41 West City Bank
42 Crisis Medical Center: a no-questions-asked medical center for fast patchups.
43 Café Chrome: a favorite Rocker hangout, complete with 50's retro decor and jukebox.
44 MetalStrom: A dangerous Chromer bar
45 Warehouses
46 Warehouses
47 Medicross Preservation : an illicit body bank, not too particular about I.D.'s or death certificates.
48 The Slammer: Well known among boostergangs as a place to settle disputes peacefully. If that doesn't work, the arena is there to settle them violently. The owner, Suds Joliet, also runs betting booths and occasionally rents out the arena for other events.
49 Camden Court: High security condos favored by Solos, Corps. Rent is $3,000.00 a month.
50 McCartney Field Stadium: main concert venue and home of the Night City Rangers, the local football team.
51 City Police Precinct #2
52 Wing Chang: exclusive chinese restaurant.
53 Le Baguette: very trendy French cuisine.
54 Hari Kiri Sushi Bar
55 New Harbor Shopping Mall
56 Grand Illusion (dance club)
57 The Afterlife: This bar is located in an old mortuary in Night City. Consisting of three rooms, The Ante-Chamber, the Crypt, and Hades, this bar is a favorite among solos that are currently between jobs. If you need to find armed help, this is the place to go.
58 Night City Fire Station #1
59 Lake Park Bandstand
60 28th St. Park (contested Boostergang turf)
61 28th Street Underpass (a Boostergang meeting spot)
62 Night City Fire Station #2

1ST
Marina District
51
Delany
48
Night City
Bay Bridge
45
47
High Street
46
5TH
52
53
Downtown
Meridian
2
3
43
58
Sterling
Bear
Harbor
22
1
4
44
49
31
19
35
56
50
33
5
21
10TH
Plaza
27
20
57
40
54
Camden
West Hill
7
8
36
New Harbor
Mall
6
10
15
26
28
24
29
14TH
14
13
23
25
34
41
42
55
9
12
16
16TH
11
17
30
39
Plaza
38
Williams
37
Charter Hill
Lake Park
59
22ND
62
South City District
61
28TH
60
W. Gibson Memorial Freeway
33RD
THE COMBAT ZONE

NEVER FADE AWAY

A Cyberpunk Adventure

He's coming out of the Hammer, about midnight, and he sees them. Three punks, mohawks bright and bristly with reflected neon, wearing high-collared jackets; gang colors. "Yo! Rockerboy!" one of them yells, "Good show! Good noise!" Johnny Silverhand waves absently. Fans. They're right; the gig was good. He'd rarely been better. But the shows over.

They start walking towards him. One waves a bottle; the light strikes oily yellow tequila sloshing to and fro. "Yo, Silver-rocker!" he says. The smaller one, with the face scarred in African tribal tattoos. "Join us! Share some! Fair price for a good gig, eh?" The distance is closing; Johnny steers Alt, his girlfriend, to his bad side. The one without the Hand. "Hey, Icebrothers," he says, noting the gang's colors and speaking in a temporizing tone. "Your offer's solid, but it's been a long gig. I'm nearly flatlined as it is. How 'bout a replay, next night?" By that time, they're almost on him. He lets the 9mm Walther drop from the spring holster, settling into the Hand. Probably nothing, he thinks.

"Yeah. Replay next night! ," the big one says enthusiastically, and that's when they hit him. This fast, they're a blur. The Walther booms in the close confines of the alley; whines as spent rounds ricochet off into nowhere. There is a metallic "snick" as the smaller punk brings up his arm--light reflects off the fistfull of razors that pretends to be a hand; then an excruciating impact lifts Johnny off the ground. Blood sprays over wet concrete. Silverhand hits with a bone wrenching impact. His pale eyes stare blankly at the sky. Alt's terrified screams recede swiftly into the dark. Sixty to zero in eight seconds flat.

Johnny comes to. There's something like broken glass in his guts. Red fire blots out the cool blue neon. He rolls over in a pool of something greasy. Blood. His.

A cat topples off the dumpster, picking a cautious pattern around his body. No fool, this cat. A survivor. Not going to get involved. It's eyes are tiny red LEDs moving upalley; Johnny watches it. Smug SOB, he thinks. And closes his eyes. *Alt...*he thinks, fading out.

Behind his eyelids, red digitals feebly clock out his remaining moments. Bio-clock running down. Cars whispering past on the filthy, rain-wet street beyond. A Trauma Team ambulance in the distance, siren screaming. But not for him. He's checking out.

He stares blankly up at the flat black ceiling of the city. Overhead, there's the shimmer of distant heat lightning interacting with the pink actinic glow of the City lights. The stars look painted in. A VTOL passes overhead, giant propblades thrashing the night. Johnny tries reaching up to it. He can see the Hand etched against the sky; slick, superchrome winking back at him. He balls the Hand that is his trademark into a chromed fist, servos clicking in one by one. He thrusts it into the gaping belly wound, gasping at the shocking pain. Somehow, he gets to his feet; staggers to the alleyway. He leans his feverish face against the cool, wet bricks. He makes a decision. He's not going to die. *They're* going to die. Closing his eyes, he pitches forward into the streak of passing traffic blur.

Something stops him. Hands firmly grapple him, holding him up. Silverhand has just enough strength to open his eyes. There's a face looking intently at him, thin, bearded. "Lord Almighty", the face says. "They really *did* you, didn't they?"

Fade to black.

Never Fade Away **is the story of twenty four hours in the life of Johnny Silverhand, a famous Rockerboy suddenly catapulted into a deadly cat and mouse game with a sinister Corporate foe. As the *Cyberpunk* genre is mostly literary, it seems fitting that we introduce you to *Cyberpunk* roleplaying the same way.**

Never Fade Away **is primarily a story; however, we've made it easy to actually run it as an adventure as well. In these sidebars, you'll find notes on key characters in the story, maps of most important locations, data on weapons and combat, and ideas for using the story as a springboard to the adventure.**

We suggest you begin your players as characters in the upcoming scene in the Atlantis bar, hired by Johnny and his friends to help them get his girlfriend Alt back. Or your players may want to play one of the NPC's from the story.

Other Hot Cyberpunk sources you might want to check out for ideas include:

Books

Neuromancer by William Gibson
Count Zero by William Gibson
Burning Chrome by William Gibson
Hardwired by Walter J. Williams
Voice of the Whirlwind by Walter J. Williams
The Artificial Kid by Bruce Sterling
Mirrorshades: The Cyberpunk Anthology by Bruce Sterling
Shockwave Rider by John Brunner
When Gravity Fails by G. Alex Effinger
Eclipse by John Shirley

Movies & TV

Blade Runner
Terminator
Repo Man
Max Headroom
Mad Max
Alien/Aliens
Liquid Sky
Overdrawn at the Memory Bank

TRAUMA WARD

Something is screaming when Johnny wakes up. Fine. Just as long as it isn't him. He must have missed the ambulance ride to the hospital, but here in the trauma ward he can hear the sound of jet engines. That's the screaming. It mounts higher and higher, while the ward fills with warm air and the smell of ozone. From his stretcher, he can see the bulky AV-4 vehicle spin on it's fans and hurtle upwards. The din dies down and he can hear screaming for real all around him; casualties of the regular firefights around the City.

The doctor puts him back together. The same doctor who did his transparent Kiroshi eyes; his trademark silver hand. The same doctor who "plugged" him for interface and installed the software chips in the back of his skull. Johnny considers taking out a service contract.

Microsurgical waldoes ripcut through the perforated guts, swabbing, tying off, prepping. The doctor stitches in three feet of glistening wet, tank-grown intestine; plugs the punch holes with synthetic skin and muscle. Airhypoes inject the area with speeddrugs, fasthealers, endorphins and antibacterials. Microscopic stitches hum off the serrated teeth of a mini-closer, bonding flesh together almost as well as the original. In a month or two, there won't even be a scar. Let's hear it for newtech.

The doctor's hands are quick and sure. He has done this a thousand times. He has a German accent. "Ach...Johnny..Johnny" he says, over and over as he works. Over his head, the sterilizer lamps glitter like a an insect's multifaceted eyes. "Johnny...When are you going to give this up?" says the doctor.

When it ends, thinks Silverhand, from the fog of the dorphs and general anesthetics. "Johnny," says the doctor sadly. Silverhand is a second son to him. His first son was Johnny's best friend. His first son was killed in an intercorporate war eight years ago. No man should lose more than one son in a lifetime.

Thanks, thinks Johnny. I owe you one, again.

His alleyway benefactor is named Thompson; a thin, reedy type, wearing an armor jack trenchcoat three sizes too large. He packs no visible hardware. But a minicam mount straddles his head like an oversized headphone; a mike loops in front of his mouth, the camera itself coming around the right side of his skull and hardwiring into a startlingly bright green cyberoptic. He's a Media; a one man team of cameraman and reporter, direct feeding to some mediacorp downline."Hey, Rocker", he says, leaning over the table as Silverhand recovers under the sterilizer beams.

"Ready for a little vengeance?"

Johnny Silverhand

Rockerboy

Johnny is the leader of the top band Samurai. He's known for his musical skill, his compelling songs, and a history of trashed relationships. As well as being a Rockerboy, Johnny fought as a cybergrunt in the War.

INT=7 REF=8 CL=8 MA=7 BODY= Average

Cybernetics: Chromed cyberarm with recorder. 2 cyberoptics with IR, Low Lite, Enhancement. Boosted Reflexes.

Important Skills: Charismatic Leader +10,Pistol +6, Rifle +4, Guitar +9, Sing +7, Compose +10, Athletics +6, Notice +6, Seduction +8.

THE NAMING OF NAMES

Johnny pulls on a red T-shirt. The shirt has the logo of his lastest band, *Samurai*. The shirt drags over the freshly stapled wound; hangs up on the bandages. He curses in Japanese. He pulls an armor jacket over his shoulders. He pulls the autoshotgun out of his battered bedroom dresser, checking the load and weight. He slips it carefully into the worn under-arm holster, under the jacket. He stuffs shiriken into pockets on the outside of the jacket. He picks up the heavy H & K smartgun and slides it into his back holster. There is a fury behind glittering pale eyes. "So." he says. "Tell me."

Thompson leans back into the wall, body bracing against Johnny's intensity. He grins; takes a slug of Silverhand's tequila. "They didn't want you. They wanted her. She's an extraction. Business as usual."

Johnny stops. With a surge of relief, he realizes that Alt probably *isn't* dead in an alley somewhere. He gathers up a ragged handfull of shells and begins to stuff-load the H&K's spare clip. Only the trembling of his hand--the meat hand-- betrays any emotion. "So why'd they do me?" he asks.

"You was home", grins Thompson. It's an old line. They both smile like

friendly sharks. Thompson stops smiling. "They wanted you flatlined so it'd look like a gang job. Boostergang sees the high and mighty Mister John Silverhand out strolling with his input; decides to slash him a bit. You go down, they grab her; they're gone like vapor. Real convenient when the cops find her body in an alley 'bout a week later. They'll have motives--lots of ugly motives, but they'll be those of high-powered boosters, not pros."

"Pros." Silverhand finishes loading the second clip. He stuffs the remaining shells in the armorjack's pockets. You can never have enough ammo.

"Yeah, pros." repeats Thompson. "You got shredded for fine, bro. At least a clean ten thousand Eurobucks of hardware on those boys. The speed they hit you with took maybe a seventy percent reflex boost, and those were custom rippers. The type that fold out along the fists. That sort of hardware isn't something you pick up on the Street."

"You saw them on me?"

Thompson's eyes are cold, slate-like. You could write anything you wanted in them. "Get real," he grates. "These were pros. If I'd jumped in, we'd both be dead. " The eyes appraise him. "You've been off the Street too long, Rocker. You think everyone has a nice agent, a couple Solos covering their butts, and a comfy apartment like this somewhere. I let you take it, because I knew it would take at least five minutes for you to bleed yourself dry. I waited for them to move on, then used my Trauma Card." There is a longish silence. Then, "Look, Rocker. You want to guilt-loop, or you want to get your girl back?"

"So name names, " says Johnny. He sits down on the edge of the bed, favoring his stapled side. He reaches out for the tequila and takes a slug.

"Good news/bad news," says Thompson. He's unlimbered the cybercam unit from around his head and set it down on the table between them--the only indication of hardware is the silvermounted skull plug drilled through his right temple. The cam's cellular link through the NET is off. "Good news is, it isn't one of the really big guys, like Eurobusiness Machines. "Fair enough." says Silverhand, taking another swig from the bottle.

"Bad news is, it's Arasaka."

"Arasaka!" explodes Johnny. The Hand, resting on the edge of the table, convulses. There's a rending noise and splinters fly in all directions.

"Your input was playing with hotdeck materials, rocker. You know she ran for ITS, right?"

"Yeah. So you gotta work somewhere. Alt didn't talk much about her work. "

"True. But Alt was ITS's pet netrunner. She moved info up and down the Net and handled their security as well. She made a lot of classy software just for them." Long pause. "She built *Soulkiller*, you know. Or maybe you didn't. Like you said, she didn't talk much about her work."

Johnny sits back on the couch, the bottle halfway to his lips. Even the normally disconnected Silverhand has heard of *Soulkiller*, the legendary black program that sucks the very soul from it's Netrunner victims. *Soulkiller* . What a joke. *Soulkiller* is a 2,000,000 meg AI superroutine that can track an intruding Netrunners's cyberlink faster than a boostergang snorts drugs. It tears out the cyberpirate's brain with brutal force, recreating it in a frozen storage matrix inside the mainfraime. The word is on the Street that *Soulkiller* may be the closest thing to Hell on earth, and in these days, that's saying a lot.

And Alt made that? Johnny bites down a momentary wave of revulsion, superimposed over Alts's big green eyes, tousled mane of hair. "No wonder she didn't talk about her work, " he says finally.

"I was following her, Rocker." says Thompson. "Word's out that Arasaka is working on it's own version of *Soulkiller*. Something that can walk the NET freely, getting upclose and personal with people Arasaka doesn't like."

"A black program assassin for a security company?" Johnny is up and pacing now. He knows where this is going, and he doesn't like it.

Thompson

Media

As a top reporter for World News Service, Thompson has a running feud with the infamous Arasaka Corp., whom he suspects of having murdered his wife. He will do anything to get the elusive security firm--anything. Thompson also served in the Wars as a correspondent, and is fond of heavy weapons.

INT=8 REF=8 CL=7 MA=8
BODY= Strong

Cybernetics: 1 cyberoptic with IR, Low Lite, Enhancement. Cyberaudio with radio splice, scrambler, micro recorder.

Important Skills: Credibility +8, Rifle +6, Interview +9, Write +7, Athletics +6, Notice +6, Intimidate +5.

Rogue

Solo

Rogue (and her partner Santiago) are hitmen and bodyguards. The word is on the Street that they're the best. Rogue's one weak spot is Johnny Silverhand, who is her ex-lover. Their violent, passionate relationship disintegrated in a massive blowup a year ago, but the scars haven't healed yet for this hardbitten Solo.

INT=7 REF=10 CL=9 MA=10 BODY= Strong

Cybernetics: 2 cyberoptics with IR, Low Lite, Enhancement. Boosted Reflexes. Chipped for Martial Arts +3

Important Skills: Combat Sense +9 Pistol +10, Brawling +9, Drive +7, Rifle+10, Melee +6, Athletics +9, Notice +8, Seduction +8.

"You probably believe in Santa Claus too," says Thompson, reclaiming the dregs of the bottle. "Your Alt is the missing link. I figured they'd have to recruit her sooner or later, whether free or forced. *Soulkiller's* main programming is buried in her head somewhere. So I followed her."

"You just let them take her."

"You don't get it, Rockerboy. I want Arasaka. I want them bad. I'll put anyone and anything on the line to get them. If I can uncover kidnapping, murder and black programs--the bad press alone will wreck them for years. You get in my way, you're flatlined. You go with me..." Thompson lets it trail out.

Johnny stops pacing. The room goes still. Only the Hand moves, like something alive; silver metal joints clicking, takeup reels whirring, tiny pistons shooting in and out in simulation of a pulse. The Hand turns Johnny to face the mediaman. It makes him say, "How long do we have?"

Thompson smiles lopsided. "How long will it take your input to rewrite *Soulkiller*? A day? Two?"

"Yeah." Johnny turns, scoops up the keys to the Porsche. "You chipped for a smartgun?"he says.Thompson reaches down to his feet; draws up a long black, nylon bag. "FN-FAL assault, " he says, standing up. "I was in the War. I like lead. Lots of lead."

Rain runs down the front of the speeder. A wall of Corporate glass and steel looms to either side as they pull out into the downtown traffic. The Porsche whistles slightly in the chill air, it's methanol powerplant throwing it against the City night. "So where are we going, Rocker?" says Thompson.

Johnny grits his teeth. "I've got a marker I have to pull in," he says bleakly.

ROGUE/SANTIAGO

Rogue hates the Atlantis. But she goes there because the contacts are good, and the pickings easy. Corporates looking for a fast freelance assassination. Medias and 'Runners looking to trade information. Fixers with guns, armor and smuggling jobs. But the place has bad memories. She only comes here because Santiago insists on it. "You don't let personal caca get in the way of business," he says. A lot he knows.

Her back is to the wall of the booth--her mirror shaded eyes scan the room like monitor cameras. What she can't see is covered by her partner, Santiago, from the opposite side of the booth. His burly shoulders bulk the heavy armor jacket--he looks like a scowling mountain. He's not her type. But he wants her. Somehow, they've managed to work this out---the way they worked out a combat style; the division of spoils. But he keeps hoping. Stupid Nomad.

Then she finds herself facing what she's dreaded for the last two years; the reason she hates this crummy bar; hates this crummy town. Johnny Silverhand walks into the Atlantis. Just like in the old days.

He still has the moves, she thinks, as he strides through the big brass doors. Head held high, a cocky light in his pale glass eyes. After all this time, Rogue still can't decide whether she wants him, or just wants to kill him. He looks like he owns the place as he crosses the room towards her; a comment to an old friend here, smiling at a fan there, a narrowed glance at a potential troublemaker; then he's standing in front of her. "Rogue." he says. Like nothing'd ever happened between them. "I need your help, Rogue." His voice is urgent, magnetic.

"You can go to hell," she replies levely. On the other side of the booth, there's a faint sound as Santiago slides one hand over the Mac 10 in his lap.

Johnny leans closer. "Look," he says, "I'm sorry. I know how you feel. I wouldn't do this is I had any other choice. He pulls up a chair and straddles it, staring at her. "Tough." she shoots back acidly. She hopes her voice sounds steadier than she feels.

"You owe me one," he says, his voice taking an edge. "For Chicago. You

owe me one at least. And it's not like I won't pay you. I've got euro."

"How much?" interjects Santiago. Johnny turns to face him. "Word on the Street is you're pulling five grand a night. I'll match and double it. "

Santiago's eyes grin in his swarthy face. He scratches his chin with his free hand. His partner has a real mad on about this guy. But he's a Face--he's got credit; that pulls weight in Santiago's world. "How long?"

"Two days max. I need an extraction. I won't haze you---it's Arasaka." A long pause. "I'll understand if you think it's too much for you."

Santiago's eyes narrow. On the Street, their team is known as the best. Who does this choob think he is? Then the nomad realizes he's being baited. Silverhand's already figured the score between the two partners. If Santiago backs up on this, it'll be all over the Street tomorrow. If he goes with it, Rogue's going to have to back his play. No problem. Santiago grins. He can take this punk with one hand behind his back. "It's going to cost you *thirty* thou, Rocker."

"Done."

Santiago grins and raises the stakes. "And you come with us, " he finishes. From her side of the booth, Rogue's eyes smolder at her partner. She'd object, but the rule of the game is, "You don't let personal caca get in the way of business". When Johnny pulled out his wallet, as far as Santiago was concerned, it became business.

"Done" says Johnny. He is reaching out across the table to match grips with the big Nomad when one long shadow falls over the table, then another.

"Ah, Mister Silverhand," the bigger shadow says, leaning close. You can see red LED light scrolling behind his optics, forming crosshairs as he brings the smartgun up.

Rogue reacts, her chipped reflexes kicking into overdrive. Her hand is a blur as it stabs up off the table, the bunched knuckles smashing the Solo's nose back into his face. He's dead before he hits the floor, but spasmed muscles tighten on the trigger of the big Beretta. There's a deafening BOOM! in a very small space, but Johnny's boosted reflexes have already thrown him up and over. There's a scream as the slug rips through the back of the booth and blows through the chest of a Corp sitting on the other side of the thin wall. Rogue's other hand fires the silenced Automag from under the table, ripping the smaller solo in half.

Santiago rolls, hitting the floor. Over by the bar, three figures in armorjackets stand up, weapons in hand; Santiago's MAC 10 hammers a short burst. The figures go flat; one is blown back into the window and falls through in a shattering sound like a hundred dropped chandeliers. Thompson brings up the FN-FAL with studied nonchalance, covering the two remaining, prone figures. "Gotcha," he says.

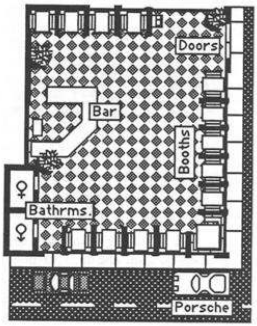
Johnny hits the bar floor; gun high and eyes scanning the corners. Patrons keep their hands away from weapons--everyone plays cool. The disemboweled Solo onthe floor whimpers. Back to back, the four of them edge out of the bar.

RUNAWAY

" We are seriously tagged." gasps Rogue as they hit the sidewalk. "They must have tracked my Trauma Card," grunts Thompson. "Guess they wanted to finish the job. You know some nice people, Rocker."

They reach the Porsche just in time to see the shadow of an unmarked AV-4 sweep over it. Garbage, oil, and filthy water explode into steam as the jet exhausts hit the pavement. Rogue is already down, drawing a bead on the cockpit with her .44. Above her head, Santiago's MAC 10 roars in deafening staccatto. The tiny red spot of her laser scope pinpoints the AV-4 pilot's forehead, even as she sees the minigun sweep around towards them. She's

The Atlantis



The Atlantis Fire Fight.

So you think the firefight should come out differently, eh? Here's a mini-version of the combat to try out. In this simplified version, we've precalculated the modifiers for each participant, and have given them damage points rather than using the Friday Night Firefight™ wound charts. If you are running this as a full adventure, you'll want to use the entire Friday Night Firefight™ rules instead.

Johnny: Add +17 to attack rolls, +17 to defense rolls. His H&K does 1D6+3 damage. Johnny can take up to 16 points before he dies.

Thompson: Add +14 to attack rolls, +18 to defense rolls. His FN-FAL does 11D6+2 damage. Thompson can take up to 16 points before he dies.

Rogue: Add +24 to attack rolls, +22 to defense rolls. Her .44 Automag does 4D6 damage. Rogue can take up to 20 points before she dies.

Santiago: Add +21 to attack rolls, +21 to defense rolls. His Mac-10 does 2D6+1 damage. Santiago can take up to 22 points before he dies.

The Arasaka Solos (5) : Add +22 to attack rolls, +18 to defense rolls. Their .45 automatics do 2D6+1 damage. The Solos can take up to 20 points before they die

Resolving Combat: Each turn, all players may make one attack. Attackers roll 1D10 and add their attack modifier; Defenders roll 1D10 and add their defense modifier. The higher total wins. If there is a tie, Defender wins.

Did we forget the AV-4?
No, we just wanted to keep you in suspense a little bit.

The AV-4 is a combat aircraft armed with a mini-gun. The minigun delivers 7D6+3 points of damage, each time it hits, but it can aim at everyone at once.

The AV can take up to 100 points of damage before it's destroyed, but it will only take 30 points to knock out the cockpit. A grenade does 10D6 when used against a large target (like a building or vehicle). Thompson must roll a total greater than 20 to hut the AV-4.

What is he misses and hits a car (a 1 in 6 chance)? A car can only take 50 points of damage. But don't worry--Thompson has three grenades!

Santiago

Nomad

Santiago is a Nomad, usually running with the Aldecaldo Pack ; displaced farmers thrown off their land by the Corporations. Santiago is a simple guy--he likes girls, guns and fast bikes. He teams with Rogue mostly because she's the one girl he hasn't been able to score with yet.
INT=5 REF=9 CL=9 MA=10
BODY= Very Strong
Cybernetics: 2 cyberoptics with IR, Low Lite, Enhancement. Boosted Reflexes. Cyberarm with Kevlar Armor, 9mm mini Uzi. Cyberleg with 9mm pistol in thigh.
Important Skills: Family +8, Pistol +9,Martial Arts +6, Drive +7, Rifle+9, Melee +9, Athletics +9, Notice +8, Seduction +8.

not going to make it. The canopy's got to be armored. She doesn't even have time to watch her life flash before her eyes.

Then the laserdot is eclipsed by a screaming *WHHHHHOOOOMMMMPPP!* as something slams into the AV-4. The entire canopy--the entire front of the aircraft bells out in a horrible slow-mo inferno--a rancid smell of hot metal, melted plastic and seared flesh gusts against her, as the AV tilts to one side and drunkenly impacts the street. A fireball shatters the night. "Love those grenade launchers, " smirks Thompson, lowering his steaming FN-FAL.

"We gotta get out of here," grits Johnny from behind a parked car. Rogue looks into his eyes--she can see the faint red etching of a targeting pattern flickering in their pale depths. "Right," she says, already up and moving. Her breath catches ragged in her throat as they run back into the shadows.

Santiago takes point; he knows all the best boltholes in the area. Thompson is next, the big FN-FAL sweeping their way like a flashlight. Johnny keeps his H&K close to his body; his nerves are tingling with booster effects; he's running like he's on speed. Rogue is covering the rear, and he can hear her breathing behind him. He says over his shoulder to the breathing dark shadow, "I'm sorry, Rache."

Her voice is flat. "Never call me that," she says. "Never again." He keeps running. "Okay," he says finally. "fair enough." There's a long silence. He says,"Look...I'm sorry about what happened. It just wasn't working. You had your work, I had mine--we were just hurting each other. It just wasn't there for us anymore."

"And what about this girlfriend of yours. Is it there for her?"

"I don't know ..." he replies."These days, I don't know about anything."

"Why, Johnny? Couldn't you gotten anyone else?"

"I needed the best. And you're still the best, Rogue."

The best. Damn him.

ALT

She wakes with her mouth full of cotton wool. She's smart enough to keep her eyes closed; to stifle any urge to scream. Boosterboys like it when you scream. They like it so much, they'll do anything to make you scream over and over again.

Alt silently triggers commands to redline her senses to maximum. She's relieved to find herself still clothed and relatively unharmed. Not typical Booster, but she won't complain. Her enhanced hearing picks up breathing nearby; the click of glasses and ice, computer terminals. Definitely not Boosters. Alt takes a chance and opens her eyes, spits out the gag.

A slender, Asian-looking man is watching her. Neat, well-tailored suit. A glass of real Scotch in one hand, which he offers towards her. "Welcome, Ms. Cunningham", he says, his mouth smiling and his eyes frozen. "I am Toshiro." He gestures towards another man; a hulking presence lounging by the bar. "This is Akira", he says.

Alt sits up slowly, cautiously, her boosted senses giving her clues. The comforting weight of her .38 plastic autogun is missing. But she still has her cybered arm. "Can I get a drink of that?" she says, gesturing towards the glass in Toshiro's hand. "Certainly" he says. A gesture to Akira, and the hulk turns obediently to mix a drink. Alt is surprised at the grace of the big man's hands. He moves like an athlete. He moves like a professional killer. Akira brings her the drink, and Alt doesn't even think about making a break for it.

"Thanks." The drink cools the pounding flame in her head.

"Certainly. It is the least we can do for a promising new associate."

Bingo! she thinks. She's been grabbed by corporate headhunters. Fine. Great. She can deal with it. Just learn the rules, play the game, and go to work. After a week, it'll be just like checking into work at the ITS offices. "So..." she says cautiously. "What kind of work do you have lined up for your

new...um...employee?"

Toshiro leans forward, setting the drink down on the couch. He says, "So. " He says, smiling, "Ms. Cunningham. I wish you to tell me all about the program you call...*Soulkiller*."

Her blood freezes like a silenced scream.

A GATHERING OF HOSTS

Johnny, Santiago, Thompson and Rogue. They are perched two hundred feet in the air on a rusting fire escape. From their vantage point on the blackened brick side of the old Mark Luxor Hilton, they can see ten blocks in any direction. Rogue's eyes are switched to infrared, scanning for AV's and airogyros. Johnny is watching the street below. Thompson is scanning the radio chatter and Santiago is talking. "We go in," he says. It's been two hours since the firefight.

"Fair enough, " replies Rogue. "But we do it ASAP." Santiago grins. "You got a reason?"

"Getting shot at always makes me mad," she grins back. "Besides, I figure they're combing the Street right now, looking for us. They'll expect us to be trying to ditch them--they'll be putting their best out to find us. Meanwhile, the second stringers are guarding the offices."

"How you figure they're holding her in the Arasaka office complex?" says Johnny. The Hand is in standby mode, running a test routine. Servos click and whirr and silver fingers spasm and flex of their own volition. Thompson speaks up. "Makes sense. The only mainframe big enough to run *Soulkiller* is in the main Arasaka building. Either that, or in Tokyo. We're not a big enough problem to rate flying her all the way back to Japan."

"Thanks."

" So this means we've gotta punch into the main offices of the most rabidly paranoid security company in the universe. " considers Santiago. "Homeboy, you pick some great places to lose your women."

"Stuff it," cuts in Rogue."Here's the plan."

INTERFACE THE MUSIC

Headfirst in the NET, Alt weaves magic.

They've studded her into the Arasaka mainframe, given her room to run, hemmed in only by three Arasaka netrunners who watch her every move. Her body lies comatose on a contour couch, linked by cables to a cybermodem. She running with a 'Tronnic interface, pulling down subroutines, crunching the compilers, getting comfy with the CPU's. From memory and notes, she's recreating *Soulkiller*, the eater of minds.

Soulkiller is a stationary program, locked to a part of the system architecture. The challenge Toshiro has given her is to give it movement--the ability to navigate the Net on it's own. It's a subtle problem--navigation data and decision subroutines take up a huge amount of memory; the reason freeroaming programs are so limited in scope. *Soulkiller* already eats a lot of megabytes, to make it freerunning will take more memory than any normal computer can handle. The problem excites her professionalism even as the creation revolts her humanity.

God, they know her so well.

The original *Soulkiller* started as a matrix to contain artificial personalities. She'd studied the concept, worked out the parameters for creating a storage matrix. She'd been facinated and awed to discover that the same matrix could contain living engrams; transfer them from computer to body and even back again. It was immortality.

ITS had taken it from her to build a killer. And she hadn't known how to stop them. That was then.

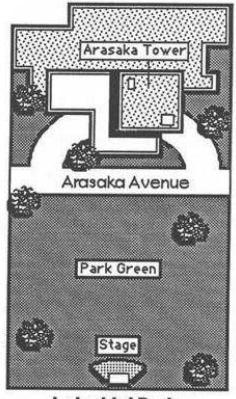
Now Alt looks over her options. If she doesn't build Arasaka's monster,

Black Programs

Black programs are types of software designed to kill or maim intruders who try to illegally enter a computer system. They are able to reach the "hacker" through his or her interface plugs, reaching out with electronic fingers to stop hearts, burn out brains or erase personalities.

We don't reccommend using something like Soulkiller as part of your Cyberpunk campaigns, but if you insist...

Soulkiller
Class: Free Roaming
Black Program
Strength: 4
Soulkiller uses an advanced matrix recorder to copy the entire personality of an intruder, storing it in a huge database. It then wipes the original personality away, leaving a mindless husk that eventually dies. In all interfaces, it appears as a swirling, glittering nimbus of energy, shot through with tiny stars, and singing in a high, crystalline voice
Cost: $10,000.00



Industrial Park

What You can Throw Against Arasaka:
All the weapons you had before, plus four explosive charges, each causing 10D6 in damage to anything within 20 feet. Two charges will destroy the stairwell completely and kill anyone inside. One charge will destroy an elevator or an office, killing anyone within.

What Arasaka can throw against YOU:
A lot. There are 20 combat ready guards in the lobby. Santiago can shoot at one guard per turn, adding +25 to his attack roll. He cannot be seen by the guards, who canonly add +10 to their defense rolls. Guards can take up to 18 points of damage--the WA-2000 causes 4D6+3.

In addition, there are three strike teams of 5 men each. At the moment, you can distribute them on any floor of the Arasaka Tower you wish, except the Lobby and the Executive Office floor.

Guards have a 60% of not knowing where the team is at any given time. (roll 1D10--on 6 or below, the guards will not be on that floor when the team arrives there).

Guards add +15 to their attack rolls, +19 to their defense rolls. Their Uzis cause 1D6+2 points of damage. Guards can take up to 18 points of damage before they are killed.

Akira is a very powerful Solo. He adds +22 to his attacks, and +22 to his defense rolls. His .357 Desert Eagle does 2D6+2. Akira can take up to 22 points before dying.

Toshiro Arasaka is a mere corporate. He adds +13 to his attacks, +13 to his defenses. However, he is armed with a shotgun built into his right arm. This causes 5D6 damage. Toshiro can take 16 points damage before dying.

they'll torture or kill her. If she builds their horror, they'll keep her alive. But. But once it's built, they'll put her into it.

WAR PARTY

Rogue leaves their motel bolthole at nine. She moves fast, travels light, moving from place to place. Here, she picks up five pounds of plastic explosives; there, flashbombs, timers and tripwires. Santiago covers her. He picks up more explosives, a combat assault cyberdeck, and a long, bulky black sniper rifle.

Johnny's on the cellular, working the connections. He pulls his bandmates in from around the City, carefully dodging the phone taps, shadowers and snoops. He sets the time and place and the gig is on.

Thompson is on the Street, working hard. A phone call here, a tip to the screamsheets there. A Fixer picks up a little euro on the side, and passes the word down. By ten a.m., the Street knows there's going to be a party. By noon, the word is all over the Street--the band is Samurai, the time is sundown, and the beer is free.

By one, the Street knows the party is going to be at Industrial Park. Arasaka's twenty two story office compound faces Industrial Park.

Like a single, hungry thing, the mob converges.

SORCEROR'S APPRENTICE

7.29 p.m.

The twisting construct spins, a blazing pillar of white fire, sparkshowers of stars. A glowing DNA chain, a whirling dervish takes shape, form, in the construct reality of the interface, towering above her, looming like fear itself. Dazzling, it exudes the palpable scent of terror. It speaks in a voice like crystal, and momentarily Alt's breath is taken by it's perfect, murderous beauty. "I am." it sings triumphantly to the cold stars.

"I am your Controller. " Alt replies. "You will follow my commands." A slight hesitation in her voice.

"As always," it says, as though doubt had never existed in the universe. "What is your bidding, Mistress?"

Alt lets out a long, exhausted breath. She's gotten the Controller override past her watchdogs. Now she has a chance.

"This is what I want you to do,"she begins.

PARTY HARD

Seicho Harada is second in command of Security for the Arasaka complex at Industrial Park. Seicho is afraid. Since early afternoon, the people have been pouring into the large, grassy park opposite his guard position; at first, a trickle, then a stream, then a torrent. He can't figure it out. They don't do things like this in Tokyo. In Tokyo, people are consistent. They make sense. Here, people are animals. He thinks about calling the City Cops, but that would reflect badly on Arasaka. The world's largest security corporation calling for help? What a loss of face. But there are six thousand people crammed into the tableau in front of him.

Up on the makeshift stage, acting as though invulnerable, struts Johnny Silverhand, working the crowd up. Seicho wants him. He wants him dead. But Silverhand might as well be on Luna as far as Arasaka is concerned. A single gunshot could trigger a riot of unbelievable proportions. Seicho can feel the tension building. So can Johnny. An invisible thread binds them as adversaries, eye to eye over a battlefield of unwitting bodies.

Johnny smiles. He's got them, so far. The crowd is paranoid--they expect to be thrown out at any minute. He's been pumping them for the last hour with chromatic and metal rock, getting them edgy and irritable; in a party mood to

scream and shout, kick some tail. The first uniformed bozo who interrupts their party is going to get himself hosed.

Got the chrome in the bloodstream
Got a metal soul,
I'm out looking for action,
Guess I'm on a roll

It's like driving the freeway at two hundred miles per hour. The crowd swells and breathes as the first verse goes down, taking on the cohesiveness of a living thing. The bass player picks up the back beat and the two of them slam into the next turn of the song, dragging the crowd with them.

Got the old mega violence,
When I boost, it's for real,
The capacitors roarin' inside my brain
You know just how I feel

Cold chrome, molten lead
Can't be hurt cuz I'm already dead
Ain't no time as real as realtime
I'm chipping in
Chippin in.

Johnny's eyes scan the perimeter of the park. To one edge, he can see Santiago in position on the rooftop opposite of the Arasaka complex. Deep in the crowd, Thompson and Rogue are poised, ready to make the break. All he has to do is give them the chance; a diversion. Well, six thousand people walking towards Arasaka ought to be a helluva diversion.

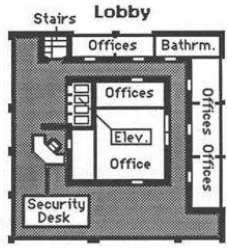
Chippin in (got my head to the wall)
Chippin in (can ya hear me call)
Chippin in (I'm the man of steel)
Chippin in (Is that how ya feel?)
Well, comon!

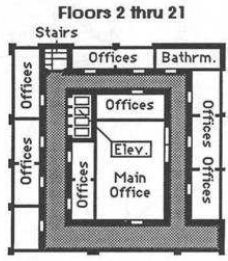
He can hear Santiago's signal beep in his ears. *Now!* Punching his battered Telecaster guitar over to "remote", Johnny leaps off the stage, pushing his way through the crowd. His voice holds solid over the radio mike; powerful, pleading, entreating, seducing, and the huge crowd turns with him; surges around him, swallows him. It's knifeedge balanced---six thousand people teetering on the edge, chanting, singing. At the perimeter of the park, Arasaka police stand guard nervously, their eyes riveted on the mob--twenty guards facing down a wall of humanity, centered on one man whose voice holds them, binds them. The scene is set; the guards distracted, and on the rooftop, Santiago takes aim with his silenced sniper rifle....

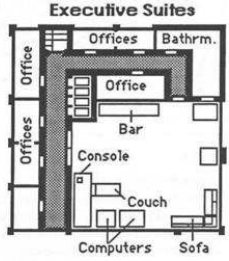
Then it goes wrong. One of the faceless guards loses his nerve. The staccatto sound of gunfire splits the air. *"NO!"* screams Johnny, but the mob howls like a wounded thing, then surges forward, shattering like surf against armored bodies, lobby doors, massed vehicles, guns. Screams. Gunfire. The strobe flash of the mob tearing a guard apart with vampire teeth, and ripper claws. The sound of a sniper rifle high above the melee, as Santiago methodically picks out guards and blows them away with his Walther WA-2000 rifle. The lobby doors explode inwards as six thousand bodies slam against it.

Rogue is already in--in when Santiago took out the pair of guards by the main doors. She's on the floor and rolling, a fast dazzle bomb palmed over the top of the security desk to fry the optics of the monitor team, followed by a frag grenade a second later . The deafening explosion goes unnoticed in the typhoon roar of the mob. Thompson's right behind her, his video rig and FN-FAL sweeping everything in his path. Both wear armor jacks with the colors of the infamous Iron Sights boostergang, a known Arasaka hit group.

Rogue skids around the corner towards the elevator bank, moments ahead







of the crowd. Rapidly, she opens each car, spraypaints the monitor lens, punches a destination, then ducks out. The last car in line, she places a shaped charge explosive on the ceiling, wired to a microtransmitter. This one she sends to the twenty-second floor; the executive office suites. Then the rampaging mob hits and carries her along in the swell.

Thompson is waiting for her by the stairwell. Moments later, Johnny shows up, wearing an Arasaka company jacket pulled off a guard's body. The name tag reads Harada. "I blew it," he mutters over and over. But it's too late now.

–

Akira turns from the security board. "It has started," he announces. "Instructions, Toshiro-sama?" Toshiro considers. It was a masterstroke for Silverhand to raise a literal army of fans against him. Toshiro is checkmated--Arasaka cannot gun down the crowd with impunity. But he does have options. He turns to Akira. " Send teams to the elevators. Guard the top and bottom of the stairwells, and kill anything in the elevator cars." He looks over at Alt's dormant form. "We have the program," he says. "If we do not have her body, there is no evidence."

Seemingly oblivious, the plugged in Alt permits herself a brief smile. A lot he knows.

–

Elevators chime open on floors ten, eighteen and five. The fire teams on ten and eighteen throw a hail of lead through the doors. The elevators are empty. The team on five is warned, and opens the doors with greater caution. Empty. "It's a trick!" shouts the team leader. "To the stairwell!"

On floor six, a panting Johnny and Thompson reach the stairwell landing, crack open the firedoors and scout the hall. They can hear other doors slamming open as the fire teams converge; they bolt for the elevator bank. Prying the doors open, they can see the top of the car on floor five. They drop down to it's top. Thompson hotwires the motor, and they start up.

Rogue can hear running feet behind her. She pauses from her vantage point on floor seven and fires a quick burst down the stairwell. How much time? she thinks. She judges the breathing; the heavy booted tread, and punches six seconds on the timer, then rolls out of the seventh floor firedoor. She is halfway down the hall when the first of the charges go off, collapsing the stairwell in on itself and burying the pursuing fire teams. Jamming open the elevator doors with her gun butt, she drops down onto the rising car.

–

"Hold her", says Toshiro. Dimly, through the interface, Alt can feel Akira's hands pressing her into the seat. She struggles as the techs strip her plug guards off and hold her wrists. "Can the program be run?" Toshiro demands. His techs nod. Helpless in the grip of the interface, Alt can only sense Toshiro jacking himself into the cyberdeck, giving the command to RUN.

Then her mind is ripped away.

–

The elevator streaks upwards, the shaft echoing to either side. They can hear explosions; the sound of running feet, the hammer of machinegun fire. They pass the burned out husks of the cars on floors ten and eighteen. At the twentieth floor, the elevator starts to slow. Just above them, they can see the bottom of the express elevator on the twenty second.

"Duck and cover!" yells Rogue. She taps the transmitter button on her collar and the world blows up.

ANGEL HEAVEN

She floats naked in a sea of stars. Around her swirls the matrix of Soulkiller, towering into measureless space. Alt reaches out with her enhanced mentality, shaping and forming. A brief flare of thought, and she engulfs the minds

Alt
Netrunner

Johnny's new girlfriend, Alt has a history he hardly suspects. A hotshot computer programmer and netrunning whiz, she has written an incredibly deadly program that can suck your mind out and eat it. But Alt isn't just another helpless heroine, as Tochiro learns to his undoing.

INT=10 REF=7 CL=9 MA=6
BODY= Average
Cybernetics: Interface Plugs. Boosted Senses. Gold-plated cyberarm with hidden compartment. Chipped for Martial Arts +3.
Important Skills: Interface +10, Pistol +2, Drive +4, Athletics +5, Notice +8, Seduction +7

of her three guardian techs' interfaces, locking them out of the system.

Riffling through Saburo's personal database, she pulls out the access codes to the mainframe's inner levels. She strips the memory of data, destroying her Soulkiller notes, access codes and her personal files. Moving to Accounting, she dumps two hundred thousand dollars from Saburo's account to her personal account in the Eurobank--enough to finance a fast face change and a new identity where Arasaka can't find her. So much for the basics.

Alt activates the room monitor. She can see the three techs slumped senseless in their chairs; her own unconscious body limply sprawled across the central console. Akira moves towards it. Alt triggers the room lasers and burns out his cyberoptics in the crossfire--he staggers and falls screaming.

Toshiro's eyes widen in shock, then narrow as he realizes what has happened. "Congratulations, Ms. Cunningham," he says with mock formality. "It seems you have found a way to escape your demise."

"It's over, Toshiro," she says through the interface, a tiny voice in his ear. "You're going to sit right here with your hands on the table, where I can watch them. You move, and I'll give you what Akira got. " She tracks the defense system onto him, locking it to fire at the slightest position change. Then she turns back into the Soulkiller construct, wrapping it's power around her, gathering herself to transfer back into her body.

The room staggers; lurches, as five pounds of plastique explosive slams through the cieling of the elevator, creating an instant fireball. The lasers go wild, spilling a maze of ruby light in every direction. Toshiro throws himself flat, toppling the cyberdeck and breaking Alt's connections. She flails wildly with the Construct--too little, too late.

Three figures burst into the room, smartguns laying down a pattern of fire though the maelstrom. IR suppressed, enhanced vision on, Johnny spots Alt's still form slumped over a contour couch. He bends down to her, taking her in his arms, trembling. Across the room, Rogue looks away.

"Well, well, well," says Thompson, striding across the wrecked room towards the corporate head. "What do we have here? Looks like kidnapping and maybe murder. They're going to put you away for a long, long time, Toshiro-chan." His green cyberoptic winks bright as he transmits live and direct to his news net; his head swivels right to left with practiced ease as he subvocalizes the opening to his story; the story he will use to break Arasaka in Night City.

Johnny stares a long time at Alt's almost lifeless body. There is a feeble pulse. But Alt--Alt is gone; lost in the machine; trapped behind crystal. Lost forever. Gone.

Maybe he really did love her, he realizes numbly.

Silverhand stands away from the couch. "Cut transmission, " he says to Thompson. The green cyberoptic goes dark. Silverhand's own eyes are featureless white marbles. The Hand convulses in fury by his side, locking onto the H&K in it's lowslung hip rig. The metal fingers lock to the butt, scrabble-clicking along the parkerized grip.

He just doesn't care anymore. He's dead inside.

Silverhand raises the big black gun. A red pinpoint centers on Toshiro's forehead. "Bang." says Johnny. The Hand convulses.

"Bang" says the gun.

Silverhand turns to gather up her still warm body in his arms. Behind the wall of monitors, a disembodied Alt screams to him.

But he can't hear her as he walks away.

END

Laser Defense System
Powered by building current, the Laser System can hit any point in the room, adding +15 to it's attack roll. A laser hit causes 3D6 damage. There are 4 lasers, one at each corner--each can take up to 10 points of damage.

Could our Heroes have saved Alt? Sure. Here's how to work it. Say that Alt will be be zapped at midnight on the second day. If the team arrives before this time, she's safe; if not, she's history. Even if they arrive too late, there's a 20% chance that one of the group will realize that there is a way to get her back (roll 1D10. 2 or below, the idea of hooking Alt back to the cybermodem occurs to them). They may think of this anyway, if they're really on the ball.

CORPORATE LIFE

It's Big Business As Usual in the 2000s

The modern corporations of 2013 are much like the corporations of the late 20th century, only much larger and more fully autonomous. They are very nearly nations in themselves, with their own laws, cities, factories and armies. Most corporations in 2010 are multinational; i.e., they have branches and operations all over the world. These branches may be as small as a research facility or sales office, or as large as a major manufacturing facility and security center.

There are two types of corporations: public and privately held. A public corporation can and does sell stock to the public. The stock is for sale in any of the offices of the **World Stock Exchange**, and anyone with enough money can buy it. Privately held corporations are more like family businesses. All stock (and thus all power) is concentrated in the hands of a very few--usually partners, relatives, or one extremely powerful individual (Howard Hughes would be a good example).

Most corporations are **manufacturers**--they produce some kind of commodity for sale on the open market. Oil, steel, automobiles, aircraft, weapons, computers, cybernetics, biotechnologies; these are only a few of the literally millions of corporate operations. Many corporations have several commodities on the market--they may control chemical plants in Europe, computer factories in Japan, and steelmaking operations in the United States.

Mediacorporations

One type of corporation that deserves special attention are the mediacorporations. These huge conglomerates grew out of a trend in the late 1980s, in which certain firms bought up TV networks, film companies, record companies, radio stations, book & magazines and even comic publishers; effectively centralizing the media under the control of a very few people.

Entertainment has become generic and bland. Print material has a "sameness" as a hundred magazines are produced by the same companies. Dissenting opinions and independant produtions are usually buried under an avalanche of media hype, or worse, co-opted or destroyed by the viscious competitive practices of the major mediacorps. Still worse is the effect on news and information. Political candidates have realized that the right connections to the right mediacorp exec can win elections-- only a short step to where the media corporations actually select, package and sell their own candidates. While no major goverment is yet directly controlled by a mediacorporation, most socioanalysts suspect that it will be only a matter of time.

Agricorps

The Age of the Family Farm came to an end somewhere in the 1990s. The biggest break with traditional farming came in the Crash of 1994. The United States has always been the world's foremost producer of raw food stock. Coupled with the increasing need for grain and bulk crops to create alcohol fuels and organic plastics, agribusiness became one of the most powerful forces of the post-crash United States.

Agricorporations now control (directly or indirectly) nearly 65% of all of the farmland in the United States, feeding roughly a third of the world's population and supplying organic fuels and plastics to nearly two thirds. As the technological world underwent crash conversion from it's dwindling petroleum reserves over to advanced forms of methanol, ethanol and meta-alcohol, many of the leading oil producers bought up agricultural lands and shifted their refineries to organic fuel production. As a result, a list of most major agricorps reads like a Who's Who of energy corporations.

Corporate Powerbrokering

The modern corporation is usually organized as a vast hierarchy, with a President and Board of Directors at the top, and a huge sea of workers at the bottom. In the middle of this, one finds the realm of the **corporate executive**, a struggling middle class overachiever, usually with the singleminded goal of grabbing as much power and privilege as possible. The average corporate begins as a junior executive, "bossing" a particular project or group of people. At the next level, he becomes a Manager, controlling a specific department or production area. The major infighting begins here--only very successful Managers get elevated to the position of Assistant Vice President, where they control entire factories or other operations. They are, in turn, bossed by Vice Presidents, who control entire divisions of the company. Near the top is the Executive Vice President, who effectively runs the corporation. His boss is the President, who answers only to the Board of Directors (major stockholders) and the Chairman of the Board.

Theoretically, corporate advancement is based on merit. In reality, the corporate world is rife with nepotism, deal making, brown nosing, cheating, lying and credit stealing. Extortion, blackmail and frameups are common.

One of the most disturbing factors in this web of corporate powerbrokering is the role of organized crime. Realizing in the early '90s that the new megacorps represented an unprecedented new field of opportunity, the powerful families of the Mafia and other crime groups began to offer their services as bodyguards, hitmen, and general corporate enforcers. This pattern had previously been established among the *zaibatsu* (corporate families) of Japan, who routinely hired both *ninja* (assassin) and *yakuza* (gangster) clans for their covert operations. In some cases, the retainers remain faithful--at least to the people who pay the most. In other more unfortunate cases, the hired guns have taken direct control of the corporations themselves, leading to a new age of intercorporate infighting unchecked by even a sham of legality.

Employment Contracts

In the savage world of Big Business, it's not unusual for an executive to jump from firm to firm, looking for a big success. To prevent this, most Corporations require their employees to sign Employment Contracts, specifying how long they must work for the firm until they can quit. Contracts may run from a year for a low-level executive, to an entire lifetime for a key researcher or company president.

The penalties for breaking Employment contracts are extremely severe; ranging from garnishment of wages, lawsuits, and loss of licences (in the case of lawyers or physicians). Corporations have also been known to use sabotage software and deadly booby traps to ensure loyalty. Blackmail is common. Assasination and kidnapping are expected.

This makes Corporate "headhunting" (hiring one company's staff away from them for your own company) a deadly game of cat and mouse. Most Corporations have their own "extraction teams" of Solos, who, like the KGB or CIA, arrange "defections" of key personnel from one side to the other. Headhunting can be especially lethal, as most corporations will use any and all means to stop a rival extraction team.

Corporation & Goverments

Since the Crash of 93, the governments of the world have been in the uncomfortable position of having to let the multinational corporations do pretty much as they please. Paying lip service to pollution control, product safety and minimum wage rules, the modern multinational usually strikes a bargain with the local government. Sometimes this may be a simple as a bribe to the right places, or military support for the local dictator. In the more sophisticated United States, corporations tread lightly, going out of their way to hide their more illegal operations, and making sure to toe the line in their more visible ones. On the local level it's often a case of trading power, influence or money with the right leaders; a judge or police chief here, a senator or congressman there.

One major exception to corporate domination is the Soviet Union. Already suspicious of anything having to do with "decadent capitalism", the Soviet state has successfully kept most corporations from gaining any foothold within it's borders--or even the borders of it's client and satellite states. However, the corporations are constantly assailing the walls of the Communist monolith, whether beaming highpower TV transmissions into Soviet territory (advertising products and services), or occasionally smuggling large quantities of luxury products behind the Iron Curtain (where they create destabilization and unrest).

Most corporate offices now hold a status roughly equivalent to a national embassy, with employees carrying corporate-issued international passports and identification cards (better, by far, than almost anything national goverments can produce). Since the unfortunate *Yasubisu Affair* of 1997 (in which guards of Tokyo-based Arasaka Corp killed 24 French policemen who attempted to storm Arasaka's Paris offices to arrest an executive charged with rape), most corporate foreign branches maintain a policy of shipping criminal employees back to the company's home office Company negotiators then arrange to extradite the felon back to the nation where the crime took place.

The World Stock Exchange

The modern corporation rests on it's stock. Stock is essentially a "share" in the company's assets, which can be traded and sold much like property cards in Monopoly. Corporations sell stock to outsiders in exchange for hard cash, which the corporation can then use to finance it's activities. As a stockholder, you are gambling that the stock you hold (which is a percentage of the total value of the company) will increase in value as the company's assets increase in value. For example, if in 1975, Cyber Computer was worth a grand total of $100.00, and you owned 20% of this, your stock would be worth $20.00. Eight years later, when Cyber is worth two million dollars, that same 20% is now worth $400,000.00! On the other hand, if Cyber goes bust, that stock is worth nothing.

The more stock you have, the more control you have over the assets and activities of the corporation. One reason for this is that each share you hold is equal to a vote concerning what is done with the company. As a general rule, if you own more than 50 percent of the stock of a corporation, you have the majority vote. This vote can be used to fire or choose the leadership of the corporation, direct corporate decisions, and even force the corporation to merge with another company.

The basic form of corporate stock holding is little changed from the early stock exchanges (places where people go to buy, sell or trade stock in companies) of the 20th century. What has changed is the scale of operations. The stock exchanges of London, Tokyo, New York and other major cities were merged into a gigantic World Stock Exchange late in the 1990's. A generic exchange rate (known as the Eurodollar) was established, and a system of trading imposed over the various subexchanges worldwide.

While there are stockbrokerages all over the world, the major Exchange offices are located in London, Paris, Zurich, Tokyo, New York, Cairo, Rome and San Francisco. However, with the creation of the Net--the vast web of communications that blankets the planet-- the ability to buy., sell and trade shares has been extended to almost anyone. Investors can now use their phone nets to contact their brokers at any time or from any place, even in the remotest jungles. Never before has the business of making millions on the "market" been so universal. And never before has the Market been balanced on such a razor's edge between incredible wealth and worldwise economic disaster.

Corporate Espionage & Covert Activity

In the 2000's, almost every corporation employs at least one force of highly trained covert operatives, specializing in espionage, counter-espionage, sabotage, and counter-terrorism. In extreme cases, measures such as assassination and terrorism are not unknown, whether against other corporations or within the corporate structure itself.

This is not an entirely new phenomenon. For many years, the powerful Japanese industrial combines, or *zaibatsu* , were known to secretly employ ninja clans in many of their covert opera-

tions. These connections stretched back into the distant past, when many of the same clans served the feudal ancestors of the zaibatsu rulers. Less covert operations requiring muscle and a lack of subtlety were often delegated to various Japanese gangster mobs, many of whom had full or partial interests in the corporations themselves. As Western corporations began to adopt various methods of Japanese management and production, it was an simple step for these companies to adopt or create their own "ninja" forces. This historical reference may be one reason why hired corporate killers and spies are known on the street by colorful terms such as *ninja, samurai, ronin* and *yakuza.*

A corporate covert operations arm usually is made up of weapons specialists, computer technicians, and various "hired guns". Almost all of these covert forces are cyberenhanced with the best technology available. Covert actions arms frequently search the deadzones and arcologies for promising young criminals to recruit, promising them high pay, the best enhancements, and a life of glamor and adventure.

Corporate Wars

While most aspects of corporate competition remain on the economic level, there are instances where it moves into the arena of actual warfare. While these are not declared wars, per-se, they have all the aspects of the real thing, as missiles, armored vehicles, jet aircraft and cyberenhanced ground troops are brought into play.

By it's very nature, a corporate war must be covert--very few nations are willing to allow two companies to "duke it out" on their soil. Early on, most corporations hired actual terrorist groups to strike at enemy targets. As these groups became more undependable, the companies began to actually create battle forces disguised to resemble terrorists. Many terrorist groups such as the infamous *Red Flag Army* and the *New Aryan Sons* are actually fully equipped corporate strike forces, whose seemingly random attacks on rival offices and strongholds are part of larger covert warfare actions.

A corporate war never lasts longer than necessary--if combat activity becomes noticeable, there is too great a chance of government intervention. While no corporate army is yet powerful enough to challenge a major government directly, there are already reports of smaller nations who have capitulated to the power of the business armies.

The Corporate City

In the 1960's thru '70s, social unrest and upheaval tore through the central cities of America, leaving burned out tenements, deserted factories, and dying businesses in it's wake. Most major corporations soon moved their operations to safer suburban business parks and malls.

But as real estate prices began to rise, and the suburbs became more crowded, the major companies began to reconsider their strategies . By the middle 1980's, corporations working with city governments, began to rehabilitate the inner city. The corporations provided the money for new buildings, shopping malls and model community areas, while the government provided tax incentives, inexpensive land, and police protection. By 1989, many inner city areas across the U.S. had undergone this "gentrification" process, including New York, San Francisco, Baltimore and Boston.

The human cost of this restructuring was the displacement of the "undesirables" of the urban dead zone; poor, drug dealers, pimps, gangs and streetpeople, were all pushed out from the city center, creating a region bounded on one side by affluent suburbs and the now showcase central city. This "doughnut" effect had a further impact on the community--by shoving the dead zone inhabitants between the two areas, crime rates on both sides of the line began to skyrocket. Street gangs routinely shuttled between the middle class suburbs and the model inner city to prey on new victims.

By the mid 80's, corporations routinely hired guard patrols to supplement already overloaded city police forces. These corporate police were well paid and had access to the best equipment available. As police services began to collapse throughout the U.S., many cities took to hiring corporate forces outright, deputizing them and turning city law enforcement over to them.

The corporations were equal to the task. Ruthlessly, they equipped their teams with the best weapons and armor. When an arrest was made, they made the best use of their considerable legal talent and influence to ensure the severest penalties. When an arrest wasn't possible, they often resorted to the harshest of policies. Entire gangs would be decimated in a single night by heavy weapons teams and armored vehicles. The bodies would summarily end up in the landfill, and the legal staff would quietly arrange to cover the incident over.

In the 2000's, the corporations usually control both the inner city and a large portion of the company owned suburban developments outside of the city. To facilitate their commuters, many of the megacorps have installed lightrail and underground systems between the showcase innercity and the well-protected suburbs. Patrolled by corporate guards, monitored by cameras and the most sophisticated sensors, these railways are always clean, quiet and ominously crime free.

Corporate Suburbia

By 1990, a two bedroom house cost a median $200,000.00; more than most families could hope to raise. As the corporations fought for skilled employees, they realized that an affordable home could easily become one of the many fringe benefits to offer a prospective employee. Soon, in the U.S. and abroad, corporations began building or buying large tracts of housing, which were then offered at drastically reduced prices to company members.

A further stage of development was reached in 1995, when, in the historic *Tennicorp vs Davis* decision, the Supreme Court ruled that while a corporation could not restrict housing sales on the basis of race, creed or color, it did have the right to offer housing to it's *employees* on a preferential basis. As a result, most areas of corporate suburbia are routinely comprised of upper middle-class execs and their families. While made up of widely varying races, religions and national origins, all corporate communities share a common origin--the Company.

Corporate Profiles

Essential information and breakdown on some of the 21st centuries most prominent and powerful corporations. These profiles are intended to be used by the Ref as guidelines, not as inflexible parameters.

Head Office is the location of the firm's board of directors. Usually, but not always, the largest and most important executive facility the corporation has. **Offices** are other maunfacturing or executive sites owned by the corporation. Listed sites are major offices. A corporation may have small bureaus worldwide.

Stock is the total number of shares in existence for that corporation. Listed in each profile is the name and location of residence of that company's major shareholder. This is the single person who wields the true power behind the company. Any person or organization (such as the board of directors) which holds over 50% of the total stock wield ultimate control over the corporation. **Open Shares** are the shares currently up for sale on the World Stock Exchange. Usually in the neighborhood of ten percent.

Troops represents the combined number of combat soldiers available to the corporation. Usually troops are spread among the offices of the corporation, with heavier numbers stationed at potential trouble sites or high security compounds. **Covert Operatives** are industrial and political espionage agents and covert combat operatives. Among other things, troops and covert operatives are used in the dangerous field of corporate extractions, removing valuable personnel from one corporation to anothere, either by defection or force.

Equipment and resources are the vehicles, technology and weapons owned by the corporation, as well as equipment it can commandeer or procure from other sources, such as governments, in an emergency. Most corporations own private helicopters and jets which can be retrofitted for rapid deployment and combat use, as well as dedicated military vehicles...commonly the AV-4 urban assault vehicle and the Osprey II V-STOL aircraft. The Osprey II is also used as a corporate transport in high security situations. Large enough companies maintain a private airlift capability, usually using the Boeing C-25 heavy cargo SST. The C-25 can haul four AV-4s, two dismantled Osprey IIs, three tanks, or three hundred troops depending on how it is fit. Combination loads are also possible due to the aircraft's modular interior design. It can be assumed that such things as armored limosines and high tech site security are standard.

Some corporations have small orbital workstations for specialized zero-g production and research. These workstations consist of a number of pressurized "shacks" with no gravity of their own. The shacks are anchored together by a flexible structural framework that also supports power and life support pods, and are normally staffed by a few tens of people, and a small contingent of space troops. These stations also maintain weapons systems to repel attack from rival corporations if necessary. Workstations will each have a few small pressurized and unpressurized service and transport vehicles. All corporations, with the exception of Orbital Air Corp. rely on government lifting vehicles, or on Orbital Air to shuttle products and personnel to and from orbit.

EBM EURO BUSINESS MACHINES CORPORATON

Multirole computer and electronics manufacturer.
Main Office: Hamburg.
Regional Offices: W. Berlin, Rome, Madrid, Paris, Stockholm, Geneva, Oslo, Helsinki, London, Tokyo, Cairo, Jerusalem, Los Angeles, San Francisco, Washington, Chicago, Dallas, New York, Ottowa, Cape Town, Mexico City, Vienna, Hong Kong.
Stock: 1,236,765 shares.
Available on Market: 187,772 shares.
Name and Location of Major Shareholder: Dr. Rudolf Muller, Bremen, Germany, holding 20.8% of total shares.
Troops: 6,354 combat ready.
Covert Operatives: 575.
Equipment and Resources: Dispersed among the EBM offices as dictated by need are forty-six AV-4s, twenty Osprey II V-STOL attack craft, twenty corporate jets for the use of the executive board and five heavy cargo planes. In addition, each office has two helicopters and a fully staffed clinic and infirmary. EBM's power and stature give them access to the highest levels of military technology in considerable amounts. EBM also has a top secret underground medical and research/training facility hidden in the Alps. EBM has access to almost all levels of military equipment and technology. EBM maintains a small orbital research facility with about thirty researchers and ten soldiers.
Background: In the late 1990's, EBM, already the largest computer and high tech manufacturer in the world, and one of the most significant corporations in existance, pulled off the greatest free-market hostile takover in history. Led by master corporate raider Dr. Kurt Muller, this maneuver caused the merger of EBM with many other prominent computer companies around the world, consolidating EBM's already fearsome market power. Currently, Muller, and his two partners in the Triumvirate, Ulf Grunwalder of Munich and Sir Nathaniel Poole of London comprise the majority vote of EBM, holding 52.1% between the three of them. Their long term goal is to consolidate as much of the world's high-tech manufacturing as possible under their label, by any means possible.

ZETATECH™

Wetware and computer hardware and software design.
Main Office: Cupertino, California. (Silicon Valley.)
Regional Offices: San Francisco, San Jose.
Stock: 281,219 shares.
Available on Market: 19,485 shares.
Name and Location of Major Shareholder: Bob Rosemont, New York, holding 58.8% of total shares.

Troops: 150 combat ready, in ten 15 man strike teams.
Covert Operatives: 12.
Equipment and Resources: Three AV-4 assault vehicles, three helicopters, one private jet based out of San Francisco International Airport. Each office has an emergency first aid infirmary, but only the San Francisco office has a surgery capable trauma center. The military hardware available to Zetatech is only of moderate power. High tech personal arms, armor and vehicular weapons systems are readily available, but only limited amounts of heavier weapons are available, and usually they can not be obtained on short notice. Zetatech has no airlift capability of it's own, but could arrange access to heavy lifting aircraft given enough time.
Background: Zetatech is a typical up and coming high tech company doing it's best to grow and diversify. It has carved itself a small niche in the industry through the traditional methods: quality products, industrial espionage, and strategically applied violence. Having made it over the first hurdle, Zetatech is attempting to build a heavy name for itself by expanding overseas, the assured way towards success, and a high inflow of stable Eurodollars. This means encroaching on markets occupied by other comapanies which are not inclined to share their profits. Zetatech's position as an established, growing, but small and relatively weak company make it a prime target for hostile takeover, and they must be continually on guard.

MICROTECH

Ultra-sophisticated mainframes and workstations.
Main Office: Dallas, Texas.
Regional offices: Sunnyvale California, Miami, London, Tokyo.
Stock: 487,339 shares.
Available on Market: 32,121 shares.
Name and Location of Major Shareholder: Stephen Lew and family, San Francisco, holding 55.5% of total shares.
Troops: 400, combat ready.
Covert Operatives: 52.
Equipment and Resources: Six AV-4 assault vehicles, ten helicopters, two Osprey IIs and three corporate jets are Dispersed among the offices. Microtech has access to sophisticated miltary hardware on a fairly small scale, with good amounts of personal weaponry and armor including man-portable heavy weapons. It has no heavy mobile armored vehicles (such as tanks), and only limited access to other vehicularly based heavy weapons. With sufficient time, however, Microtech can usually acquire whatever equipment it needs. Only the Dallas office has a surgery-capable medical center, but all of the other offices have well staffed infirmaries capable of dealing with most non intensive care needs, including trauma and illness. Micro tech has no orbital platform of it's own, but it occasionally ships experiments up by Hermes space-plane if zero gravity is required .

Background: Microtech does one thing, and they do it well: build full-size computers. They concentrate all of their efforts into improving their mainframe computer systems, without dabbling in cybernetic computers or mini computers. Indeed, they take pride in the fact that their mainframes and workstations are used by other companies to design those types of systems. They are to the 2000s what Cray was to the 1980's and '90s, but on a larger scale. Microtech is the industry standard. Defense agencies around the world rely on Microtech mainframes, and the Euro Space Agency has several. With it's hold on the specialized mainframe industry, Microtech is worried not so much about acquiring proprietary data from other companies through espionage as protecting itself against it. This is where most of it's covert and military resources go, as well as a sizable amount of it's own computer power. Microtech must be vigilant for external threat as well, however, as there are several larger corporations who would like to acquire Microtech, or see it eliminated in order to further the success of their own products. Accordingly, Microtech is attempting to beef up both it's financial and military security.

NETWORK NEWS 54

Nationwide broadcasting service.
Main Office: New York.
Regional offices: Atlanta, Chicago, New Orleans, Dallas, Indianapolis, Denver, Arizona, Portland, Seattle, Los Angeles, San Francisco, Anchorage, Cincinatti, Detroit, Washington, Minneapolis, Kansas City, Dubuque, Las Vegas, Honolulu, Boise, with subsidiary stations in most major cities.
Stock: 741,035 shares.
Available on Market: 88, 162 shares.
Name and Location of Major Shareholder: Edwin R. Dreyer Foundation, under control of Michelle Dreyer. Located at Fifty Pines Ranch, near Santa Fe, New Mexico. The estate controls 27.9% of all shares.
Troops: 2,518, combat ready, mostly deployed as guards for offices and mobile news crews.
Covert Operatives: 178, generally involved in 'uncovering' exclusive news as well as infiltrating other networks to uncover their plans and discredit their stars.
Equipment and Resources: Network News 54 owns 42 AV-4s, ostensibly used as mobile news gathering and broadcasting facilities. These vehicles also retain much of their combat function. 54 also owns 30 helicopters used for weather and traffic reporting at each of the network offices, as well as for shuttling company executives, ten corporate jets and five Osprey II aircraft. The network has standard personal equipment for it's troops, but little access to military weapons of a non man-portable nature, with the exception of a few vehicles. 54 has no airlift capability of it's own.
Background: Network News 54 is a wavelength monopolizer, operating on the same frequency across the country. Accordingly, no matter where you go in the country, Network News 54 is on Channel 54. Despite it's name, 54 offers many diversions in addition to news. Every regional office offers a slightly different schedule to it's district, with syndicated series, non prime-time movies independent local news programs, as long as this is done in a fashion consistent with the Head Office's proscribed protocol. Certain elements of the broadcasting are universal nationwide, such as prime-time series and bi-hourly national and world news shows.

ORBITAL AIR

Cargo and passenger transport to Earth orbit, and maintenance of commercial orbital facilities.

Main Office: Nairobi, Kenya.

Regional Offices: Anchorage, Vancouver, Montreal, New York, Washington, Miami, Dallas, St. Louis, Chicago, Denver, Portland, San Francisco, Los Angeles, Mexico City, Caracas, Rio De Janiero, Oslo, Stockholm, Helsinki, London, Paris, Madrid, Hamburg, Riyadh, Delhi, Cairo, Capetown, Marrakech, Sydney, Singapore, Tokyo, Beijing, Seoul, Honolulu and the Johnson Orbital Facility in low Earth orbit.

Stock: 1,185,410 shares.

Available on Market: 132,683 shares.

Name and Location of Major Shareholder: Antoine Du-Bois, Paris, holding 15.2% of total shares.

Troops: 10,043 combat ready.

Covert operatives: 700, mostly involved in procuring aerospace data from other corporations and governments.

Equipment and resources: 35 orbit capable Hermes Scramjet Spaceplanes, 35 corporate jets, two helicopters per office, 70 AV-4 urban assault vehicles, 15 Boeing C-25 heavy cargo jets, and 30 Osprey II V-STOL aircraft. All major offices have surgery capable infirmaries. Orbital Air is well equiped, and has access to almost all levels of military equipment. It is primarily interested in space defense and air-superiority weaponry to protect it's orbital and airborne resources. In addition to the Johnson Facility, Orbital Air maintains two small maintenance and research workstations, and has a small fleet of orbital vehicles to transport crews between the facilities.

Background: Orbital Air holds a key position in the twenty-first century; with their large fleet of French made Hermes spaceplanes they monopolize all orbital lifting capability, with the exception of a few governments, none of which offer comparable service. Many corporations rely on Orbital Air for transport of cargo out of the gravity well, and the Euro-Space Agency's Crystal Tower L-5 colony, a massive orbital hotel complex for the ultra-rich, would be out of business without them. With all commercial space bound cargo dependent upon them, Orbital Air is in a lucrative position that it would like very much to maintain. A large part of O.A.'s budget and covert resources is put to use ensuring that they remain the leader in orbital technology, and that the competion does not make it off the ground, literally or figuratively. Currently, their eye is on China, which is improving it's commercial lift capability rapidly. Also, EuroFlight corporation is expanding it's operations, and expecting to bring orbital services on line soon. This has O.A. worried about it's monopoly. The Johnson Orbital Facility is a transfer station for passengers bound for the Crystal Tower, where they switch from the spaceplanes to space transport shuttles assembled at the O.A. orbital workstations, or purchased from the Euro-Space Agency.

WNS

World News Service

Worldwide news service.

Main Office: London.

Regional Offices: Anchorage, Seattle, Ottowa, New York, Washington, Miami, Dallas, St. Louis, Chicago, Denver, Portland, San Francisco, Los Angeles, Phoenix, Mexico City, Caracas, Rio De Janiero, Oslo, Stockholm, Helsinki, London, Shannon, Belfast, Paris, Marseilles, Madrid, Hamburg, Bonn, Berlin, Riyadh, Jerusalem, Baghdad, Cairo, Capetown, Nairobi, Sydney, Singapore, Tokyo, Beijing, Seoul, Honolulu, Tangier, Beijing, Shanghai, Crystal Tower, Nairobi.

Stock: 836,931 shares.

Available on Market: 101,152 shares.

Name and Location of Major Shareholder: Mahmet Al Hamedi, Riyadh, holding 31.6% of total shares.

Troops: 7,005, mostly employed as guards for the protection of regional offices and news teams in sensitive areas.

Covert Operatives: 644, involved in procuring news.

Equipment and Resources: Dispersed among the regional offices as needed are 65 AV-4 urban assault vehicles, twenty-five Osprey II aircraft, twenty-five corporate jets, and five Boeing C-25 heavy cargo aircraft. Each office has two helicopters and an infirmary. Only the London, Los Angeles, New York, Paris, Tokyo and Seoul offices have surgical capability. WNS has access to moderate levels of military technology, including personal armor and weapons, light vehicles and aircraft.

Background: WNS keeps tabs on the world, by any means possible. Newspapers and news stations around the world pay large amounts of money to recieve WNS stories via the WorldSat Network. WNS has more offices than most corporations, but most of these offices are fairly small and limited in function, intended to serve only as bases of operations for the operatives and reporters working in an area. WNS has at least a small office in almost every major city in the world, but these are sometimes no more than rooms with a few provisions, one resident agent and a Telecom-Terminal linked to the nearest regional office. Few competitors can match WNS' information gathering capabilities, and WNS ensures that it remains at the forefront, not only through legitimate means, but also through spying, espionage, sabotage and illegal snooping of all sorts. WNS does not run any stations of it's own, choosing instead to broker it's information to the highest bidder. There is no shortage of buyers, ratings hungry broadcasters will fork over millions for exclusive rights to an especially juicy story, and the included multi-media presentation package containing WNS' videos, write-ups and commentaries on the story.

INFOCOMP

Corporate think tank and information brokers.

Main Office: Los Angeles.

Regional Offices: San Francisco, New York, Washington, Chicago, Denver, Vancouver, London

Stock: 412,935.

Available on Market: 27,541.

Name and Location of Major Shareholder: Robert D. (Bob) Alvarez, Kilauea, Hawaii, holding 19.2% of total shares.

Troops: 400.

Covert Operatives: 34.

Equipment and Resources: Each office has a surgery capable infirmary, an Osprey II aircraft, a private jet, two helicopters, two AV-4 urban assault vehicles, several Microtech Corp. advanced mainframes and an extensive library and and information gathering network.

Background: Infocomp provides scientific, technical and personal data pertaining to any subject to anyone who can afford to pay for it. The ultimate detectives, they pride themselves on their elite scientific and research staff's ability to unearth, cogitate, formulate and theorize. For the right price, clients can access Infocomp's huge library of existing information, or have them provide information pertaining to a subject not yet explored. Watch out-- the tougher the problem, the higher the bill...

Genetic engineering, microbiological and biochemical research.
Main Office: Rome.
Regional Offices: London, Bonn, Paris, and La Jolla California.
Stock: 6,183,264 shares.
Available on Market: 44,745 shares.
Name and Location of Major Shareholder: Nicolo Loggagia, Monte Carlo, Monaco, holding 13.8% of total shares.
Troops: 1,833, combat ready.
Covert Operatives: 124.
Equipment and Resources: Biotechnica has ten AV-4 assault vehicles, five corporate jets, three Osprey II aircraft and one Boeing C-25 heavy cargo jet distributed as needed among its offices. In addition, each office has two helicopters and a surgery capable infirmary. Due to the worldwide importance of it's developments, Biotechnica has a fair amount of power in the political community, and it can usually obtain whatever military equipment it needs, although some items may take more time to procure than others. Biotechnica has one orbital research workstation.
Background: When the fossil fuel crisis really began to affect the industrialized community in the late 1990s, Biotechnica, then a small firm with only one office, came up with the answer: CHOOH2™ (pronounced 'chew two'). CHOOH2™ (not it's actual chemical formula) is a complex grain alcohol produced by a genetically engineered yeasts and wheat strains created by Biotechnica. The potential of CHOOH2™ was realized almost immediately after it was introduced, and within a few years all fossil fuel burning vehicles and power plants had converted to the new fuel. Although Biotechnica held worldwide patents, it lacked the production facilities to meet worldwide demand, forcing it to licensed production to several large agribusinesses and petrocorporations. These deals made Biotechnica an extremely wealthy but still not a particularly large company. It is currently expanding, and working on it's next big biotechnical breakthrough.

MERRILL, ASUKAGA & FINCH

Exclusive investment & financial counseling firm.
Main Office: New York.
Regional Offices: San Francisco, Los Angeles, Chicago, Hong Kong, Tokyo, London, Paris, Munich, Rome.
Stock: 684,193 shares.
Available on Market: 71,823 shares.
Name and Location of Major Shareholder: Howard Merrill, New York, holding 22.0% of total shares.
Troops: 2000, mostly as guards and bodyguards.
Covert Operatives: 136.
Equipment and Resources: Dispersed as needed among the offices are 15 AV-4 assault vehicles, eight corporate jets, two Osprey II aircraft and two Boeing C-25 heavy cargo jets. Each office also has two helicopters and a non-surgical infirmary. Merrill Asukaga & Finch controls the finances of many powerful people, and even some small nations. Accordingly, they can command a great deal at short notice, including political favors and powerful military equipment.

Background: If you have money, and you want more, or you just want it safe, Merrill Asukaga and Finch are the people to talk to. They are without a doubt the top people in investments of all kinds from stock to real estate to frog-farming futures. However, if you don't have a good deal of money in the first place, they aren't interested-- the commission on a $1000 investment isn't worth their rather expensive time. MA & F's high caliber of service has attracted many of the richest and most powerful people in the world. If, for some reason, they were to go bankrupt, some of the greatest powers in the world, both legal and illegal, would be overturned.

PETROCHEM

Petrochemical products and agribusiness. Worlds' largest CHOOH2 producer.
Main Office: Dallas, Texas.
Regional Offices: New York, Washington, Miami, Chicago, San Francisco, Tokyo, London, Hamburg, Hong Kong, Paris, Rome, Madrid, Riyadh, Jerusalem, Brasilia. Oil fields in Saudi Arabia, Persian Gulf, Texas, Alaska, California and Antarctica. Agricultural areas in California and the Midwest and Southeast.
Stock: 1,234,692 shares.
Available on market: 97,243 shares.
Name and Location of major shareholder: Ellen Trieste, Crystal Tower orbital facility, holding 23.7% of total shares.
Troops: 15,261, mostly as fast response combat teams to protect their field interests.
Covert operatives: 438.
Equipment and resources: Petrochem has vast interests to protect, and is thus fiercely armed. Dispersed among their major offices, oil fields and agricultural areas are 150 AV-4s, forty Osprey II aircraft, ten Boeing C-25 heavy cargo jets and fifteen corporate jets. Each office has three helicopters and a surgery capable infirmary. Petrochem has considerable access to the highest levels of military technology, due to their national and worldwide importance. They also have a large orbital research facility that is well protected, physically and electronically.
Background: Petrochem Industries keeps the world running, literally. They are the worlds largest producer of CHOOH 2, and control millions of acres of arable land across the United States. This land is used to grow the genetically altered wheat that is used to make CHOOH2. Surplus grain is shipped across the world as food. Petrochem is also one of the largest remaining oil producers. With the oil supply dwindling, all remaining fossil fuels

are used to make plastics and other synthetics. Petrochem has more fertile oilfields than any other company. All of these assets are huge, and accordingly hard to protect from other companies that would like to usurp Petrochem's wealth. As a result, Petrochem invests huge amounts of money in protecting itself, maintaining an armed force worthy of a small country. Currently, all of the major petrochemical corporations are in a research race to come up with a viable artificial plastic base to entirely replace petroleum products. Consequently, industrial espionage is rife in the industry.

MILITECH

Arms manufacturing and distribution.
Main Office: Washington D.C..
Regional Offices: New York, Miami, Dallas, San Francisco, Los Angeles, Chicago, Montreal, Tokyo, Hong Kong, Cairo, Jerusalem, Marrakech, Cape Town, London, Paris, Stuttgart, Geneva, Stockholm, Madrid, Rome.
Stock: 1,111,451 shares.
Available on Market: 156,213 shares.
Name and location of major shareholder: Gen. Donald Landee, USMC (ret.), Annapolis, Maryland, holding 13.9% of total shares.
Troops: 21,428 combat ready, but with 50-75% of forces lisenced out as mercenaries to other corporations and governments.
Covert operatives: 2031, as above.
Equipment and resources: Dispersed among it's offices and mercenary forces as needed are 200 AV-4 urban assault vehicles, 75 Osprey II aircraft, twenty corporate jets and twenty Boeing C-25heavy cargo aircraft. (Usually, 50-75% of this equipment is in the field at any given time.) Additionally, each office has two helicopters, and a surgical infirmary. Naturally, MTI has access to large amounts of the best military technology available. MTI maintains secret training camps in Texas, the California Sierra-Nevada Mountains, and in Florida.
Background: MTI is the worlds' largest producer and seller of military weapons of all kinds. From revolvers to tanks to jet fighters, MTI is a major military supplier to the United States, and the United States, in turn, is MTI's largest customer. MTI will deal worldwide with anyone who has money as long as they aren't "commies". MTI's definition of a communist is rather fluid, however, and can be ascribed on a whim. MTI's mercenary forces and in house supply of weaponry make it the most militarily powerful company in the world, if not the most economically. That will come later...

WORLD SAT COMMUNICATIONS

Sattelite transmission and communications.
Main Office: Paris.
Regional Offices: London, Rome, Madrid, Stockholm, Bohn, Cairo, Nairobi, Brasilia, Washington, Los Angeles, Toronto, Tokyo, Beijing, Hong Kong.
Stock: 868,396 shares.

WorldSat Communications Network

Available on Market: 101,104 shares.
Name and Location of Major Shareholder: Raymond Rousseau, Menton,French Riviera, holding15.5% of total shares.
Troops: 7,444, combat ready, some space trained.
Covert operatives: 658.
Equipment and Resources: Dispersed as needed among the offices are thirty AV-4 assault vehicles, twelve Osprey II aircraft, five corporate jets and three Boeing C-25 heavy cargo jets. Each office also has two helicopters and a surgical infirmary. WorldSat's satellites are crucial to many nations communications. Consequently, most high tech military hardware is available to them on short notice. WorldSat has a large, well protected orbital service facility.
Background: WorldSat has the monopoly on large scale satellite communications, and are responsible for the dispersion of phone, military, computer and commercial data. These communications are crucial worldwide, and their disruption could be disastrous. WorldSat invests a great deal in making sure this does not happen. The sttelites are even shielded against electro-magnetic pulse, although no one is really sure how well this will work. Although it is not legal, it is also possible for WorldSat to monotor any of the communications it is transmitting.

ARASAKA

Corporate security, corporate police and various corporate suboperations.
Main Office: Tokyo.
Regional Offices: Singapore, Hong Kong, Osaka, Kyoto, Bangkok, Baghdad, Sydney, London, Hamburg, Paris, Madrid, Rome, Geneva, Helsinki, The Hague, Rio de Janiero, Montreal, New York, Washington, San Francisco, Los Angeles, Chicago, Honolulu. Suboffices throughout the world.
Stock: 1,252,722 shares.
Available on Market: 111,923 shares.
Name and Location of Major Shareholder: Kenji Arasaka, Tokyo, holding 19.9% of total shares.
Troops: 25,222 combat ready, most licenced out as security or mercenary forces to other corporations.
Covert Operatives: 2557, mostly working to further Arasaka's political goals.
Equipment and Resources: Dispersed among Arasaka's offices are 85 AV-4 assault vehicles, 25 Osprey II aircraft, eleven corporate jets and ten Boeing C-25 heavy cargo jets. Each office also has two helicopters, and a surgical infirmary. Arasaka's wealth gives it access to almost all levels of military technology on fairly short notice. Arasaka has a secret training facility in Hokkaido, where it trains it's security troops and operatives.
Background: If you want it protected, Arasaka are the people to speak to. They maintain the largest armed force of any corporation, although they do not maintain a particularly large amount of on-hand heavy military weapons. These troops are mostly licensed out to other firms as corporate security guards, couriers and mercenaries. They are the best trained and hardest in the business, and will follow their contractors orders second only Arasaka's. To the Arasaka corporation, they are loyal to the point of death Arasaka is more interested in fostering it's own political goals, however, than protecting other companies, and they use their position of trust with major corporations around the world to gain inside informations, contacts and advantages that will help them to realize their ultimate goal of political and economic control of Japan.

-William Moss, ©World News Service, 2011

Just another Friday night.

You pay your two bucks at the door and walk in. Over at the bar there are the usual lines, so you decide to skip the barfront action. Feeling on top of the world, you go out to the main floor, for another night of the club life.

At first glance, the club seems like a mixing place of all types of people. Then you realize that they're all segregated. Posers at the back, trying to get noticed, your average punks in the middle, acting oblivious to their surroundings. There are Chromers bashing their heads against the walls on one side, while the Boosters are on the other, looking for trouble.

And last but not least there are the 'dorph-heads, slamming into each other at the front, next to the stage where the band of the night blares out hits of today and of the past.

They say people like Johhny Silverhand and Kerry Eurodyne got their start in clubs just like this one, but you think it's just propaganda. After all, people like Johhny Silverhand didn't need the clubs to make them larger than life, they were born that way. It's only Rock N' Roll, right?

Out on the Streets of Night City, there's stories going on; Street history being made. Whether it's Boosters in the alleys, Nomads on the Road, Rockers in the clubs, there's action, and trouble everywhere you look. And the Trauma Team hovers overhead, waitin' to pick up the pieces---for a price.

Here comes a taste of the City. In your face.

"A Cool Metal Fire: " Silverhand Still Can Rock

From his humble beginnings in the group Samurai, to his first five solo albums, Johnny Silverhand has become the household word in rock and roll. With his latest release, *A Cool Metal Fire*, Johnny Silverhand is making his push to become a legend.

The album opens up as all of his solo albums have, with a rip roaring instrumental, "Dancing With My Axe," that is guaranteed to set your stereo on fire. This fast paced, no holds barred, display of guitar work is so hot that you'll want to listen to it twice.

And if that isn't enough in itself, you come to track two, "Chippin' In." This piece, like the first, is another fast paced lightning bolt of pure rock and roll. It also makes a statement about today's society that can not be ignored: If we continue on our current trend of replacing our body parts with metal, what will we have left in the end?

The rest of the album is almost typical Silverhand, with it's energetic guitar playing and thought provoking lyrics. He does, however come up with three other songs that really stand out. The first two, " (Out of) The City" and "Flashing Lights," go so well together, both thematically and musically, that they almost seem to be one song in totality instead of two individual ones. These two songs bring out the etheral vision of today from a non-partisan outsider that is innocent of our ways. It leaves the listener with a new way of looking at their own life, even as it passes by at the speed of light.

The last song on the album, "Never Fade Away," departs from the mainstream sound of Johnny Silverhand and brings him into a new dimension musically. The basic rythym is both simplistic and concise. This song makes no pretences about being a song about today, but doesn't leave you with a gritty metal aftertaste like most of its peers. Although I'm not sure that this song really belongs with the rest on the album because of its departure musically, I do know that it should have been recorded somewhere, so *A Cool Metal Fire* is as good a place as any.

Overall, I found *A Cool Metal Fire* to be more than just your ordinary, everyday record. With its driving beat and spellbinding lyrics, the album takes us to the heart of our culture and allows us to monitor it's pulse.

Pretentious or Political:Seattle's Cutthroat

"The audience seems to consist of the mindless, overpainted, underdressed children that you would find at most Chromatic Metal concerts. Each one of them is so wrapped up in their own image that they often don't seem to even know who the band they are seeing is. Tonight is a night that they will always remember though, because Cutthroat is about to hit the stage."

So reads the back cover of *Slashing Steel*, the new live album by Cutthroat. Some people think that these kings of Chrome are getting a little too pretentious when refering to themselves, but I had a chance to talk to Knifeedge, the lead singer and bassist for the band, who thinks otherwise.

Jeff Daniel: People often say that you guys are just a little pretentious when talking about yourselves. Why do you think that this is?

Knifeedge: That's easy. Unlike most Chromatic bands today, we take our roots from the old punk bands of the late 1970s and early '80s. It's not the blazing style that used to be called Speed Metal, though we do use that a lot. Politics is the driving force behind our band. It's because we are so political, that we force ourselves onto our listeners. If that is pretentious, then I guess we are.

JD: When you say you are a political band, what do you mean ?

K: We view ourselves as messengers. It is our job to open the eyes of our listeners with our music. The best, eye opening, messages are in political issues and stories.

JD: Like the song "Kalakari"?

K: Exactly. Most people today don't even remember the name Hiram Kalakari, and they certainly don't remember what he did. It's songs about things that have shaped our lives that we play. We try and tell the truth as we see it, not what the public wants to hear.

JD: Then how do you explain the success of "Kalakari?" As of today it is currently number four on the EuroRadio top ten.

K: You got me. If we had known that it would be such a hit, well, I don't know. Maybe we would have done something different to promote the album. Though I suppose it's really not going to matter since I still think that the average person is not going to know who the f**k Kalakari was.

JD: Getting back to your political motivation, how do you justify "Ginsu Lover" as being political?

K: Easy, I said we had our background in politics, not our entire lives motivated by them. But if you listen very closely, you will find out that it is a political song of sorts. "Ginsu Lover" is not about a sexual lover, but rather a member of a Booster Gang who is overenthusiastic about using his Rippers. It's guys like the Ginsu Lover who make our streets unsafe to walk at night.

JD: What's next for Cutthroat? *Slashing Steel* is being called a new innovation in the music industry, how do you intend to follow it up?

K: You got me. When we released a live album of entirely new material, we expected to have our diehard fans buy it and that was it. Now the damn thing's gone and sold over two million copies. I expect we'll decide what's next for us after we tour. --JD

A *Cyberrock* Exclusive

The Destiny Interview

Still On the Edge; Still Fighting the War

"Fifty years gone by/ Since we heard our nation's cry/ fifty years gone by/ Since we all watched you die."

It is lyrics like these that make Destiny one of the most provoking bands of our time. There new hit, "Song for John (Fifty Years)," is not only filled with political rhetoric, but is also reminding us of a time when America was still great.

Since their debut album, *Walking the Skies*, Destiny has consistently provided the listening public with songs that hit close to home. Bandleader Jessie Moore explains, "We didn't always used to be political. In fact, I didn't even care about anything other than making money until ten years ago. All I wanted was the fame, and all the benifits that came with it. Now times are different. It seems all I want now is to get my messages across."

But fame and fortune did elude them for many years until they got their big break opening for the now defunct Cowboy Panzer. It was on that tour that the audience really started to notice their music.

"I think it was the fact that Cowboy Panzer was so big and political. I found out that we were going to open for them on the tour and all of a sudden I knew that our music had to change. I must have written thirty songs on that tour, some of which were eventually worked into our set."

Despite the growing interest that Jesse was showing in political issues, the band continued to produce other songs as well.

"I can remember the first time we went into the studio after the C.P. tour. I had all these songs that I wanted to record, but the group started right in on this bubblegum tune called, 'Input Out.' I was furious. I mean, here I was with this great message to sing and all these guys wanted to do was talk about bad relationships."

"It was about then when I threatened to quit. Thinking back on it now, I can understand why the band didn't think I was serious. I must have threatened to quit six times in the first nine months of our existence. And all the time I was using those threats so I could get my own way. I really was a spoiled brat.

"It took me about five months before I convinced them that I was serious. By then we had all ready recorded *My Baby Left Me For A Short Circuit*. Pleading with the band, I convinced them to start over, using the stuff I had written on the tour, instead of stuff like, 'Input Out.' When it was all over, some ten months after we trashed the stuff from *My Baby*, we had recorded, *Dinner With Himmler*."

It was that album that attracted so much attention from the critics. They called it the new political feeling of the 2000's. The fame and fortune that Destiny had been looking forward to had been found.

Their second album after the Cowboy Panzer tour gained them even more notoriety. So much that they were able to tour as a headliner instead of a backup band. Destiny drummer, Timemaster, recalls:

"It was a big change. I mean one day your opening for some big name group. Then you're a big name group. I can still remember the difference in the fans. One day you're slogging through an old number, listening to the fans yawning, and the next the fans are going wild.

"I remember this one gig we did on the *Cheyenne Mountain* tour when this sleek looking Chromer comes up to me and offers to jack in. This type of thing never happened as an opening band."

After the release of *Cheyenne Mountain* the band drew some flack from the Europeans. In fact, the album was banned for a while in several countries overseas.

"I can remember that" , says Timemaster. "Jessie was crushed. She was so into her new political mood that she got depressed that the entire world wasn't hearing her message. But it wasn't the Europeans we had to worry about. Back here in the United States we had several corporations, who shall remain nameless, who wanted our heads on worldwide news.

"More than once on that tour we had our backstage crew and roadies, which included a couple guys who used to be professional wrestlers back in the '90's, toss some people out who wanted to do something other than give us praise."

The band still has some problems with fans. Two times on the last tour there were fans arrested for trying to break into the tour bus. And on more than one occasion there have been young women claiming to have been attacked by band members.

"Yeah, I know all that stuff. But what really gets me is that all our real fans know that the two posers arrested were 'dorphed out and looking for a place to recycle. As for those "rape" attempts, those are just corporations trying as best they can to get us out of the spotlight. Our true fans know that we are all involved in permanent interfaces."

Destiny. A band fighting for the truth. In a struggle against corporations that don't wan't to hear the truth, all they can do is hope to survive.

Boostergangs

The night streets are an unforgiving world. Posers, Rockers, Solos and Chromes hit the alleys and dives of Night City, fermenting a deadly brew of violence, craziness and the killer instinct. But the worst predators on the Street are the Boosters--cyborged monster-gangs with a savage bloodlust and a twisted Attitude all their own. From Walt Pickering's Pulitzer prize winning column, *NIGHT CITY STREETS*, we take a walk on the wild side with the infamous pack called the *Blood Razors*.

Walter Pickering's Night City Streets

Street Direct With The Blood Razors

Night City, 2013 - The City's never really dark, not for those who live and die in it. A relentless neon circut of steel and glass. Night in Night City is a hot pulsing thing. You feel it coursing through the wacked out veins of drugged up dorph heads, high on Lace and Slam. See it in the cookie cutter stares of pale faced posers, just out from under the knife. But no matter what your kick is, you're probably not experiencing it alone. You *belong* in the City, or you die. People congealing together like spattered blood, moving to a thousand different songs.

You hear the Blood Razor's song only once, and you never forget. I'll never know why a group of Boosters like the Razors let me run a night with their pack; maybe I caught Hack Man, the Booster Chieftan in a good mood. It was party time: Hack's kid brother was getting his claws.

Just a short brief for you folks out there in the burbs; you've probably never heard of these Booster boys before. Here in the City, they're as common as crud on the sidewalk. Gangs like the Razors have fused cyberwear and violence into a deadly form of street fashion that has been claiming the lives of more than forty citizens a week. The average Booster is an amoral technophile. Hardware and Wetware are the meat and drink of the Booster, and they'll do anything to get it. Arson, robbery, muggings, assassinations. If there's money in it, enough for another small boost at a blackmarket

Continued on Page 35

Overview 2013: Two Nomad Packs

The Crazy Quilts: The Central American War was hard on the soldiers who fought in them. Harder still was coming home. The cities were urban wastelands, unsuited for raising a family. Homes, towns, whole cities had dissapeared off of the maps, victims of progress.

These young soldiers returned to an America in which nothing was sacred, and everything was for sale. Many found that they were unwelcome relics of the past. With nothing else to turn to, many of these dispossessed combat men and women turned to the only support network they had, each other; and the only profession they knew, soldiering.

The Crazy Quilts are one such group, recruited from all over the country. Together, they formed one of the many offshoots of Nomad culture, the mercenary brotherhood. Named for their colorful uniforms, a ragtag collection of fabric scraps roughly forming a camoflouge pattern, they sell the one commodity they have left in a ruined world; their honor and fighting skills.

The Crazy Quilts hire themselves out, whether singly or in small battallions. Many act as bodyguards; others hire out as freelance mercs, corporate extraction forces, or as hit men and assassins. The Crazy Quilts place honor above all else. You can be certain that they will never turn upon their employers, never sell out, never back down, and never desert a comrade.

The Crazy Quilts consider themselves the last bastion of professional integrity in an otherwise chaotic society. It is this uncompromising reputation which has made the Crazy Quiltsa powerful and respected force in the *Cyberpunk* world.

The Huskers: Bud and Martha McCain tried to hold onto their land, but the Agri-Corps were determined to remove them. Even after the Agri-Corps bought the local bank so they could foreclose on their property, the McCains were steadfast in their resolve to remain on the land that had been in their family for generations. Then came the "bad luck"--their eldest son perished in a "car accident; their daughter made an addict by Corporate drug lords. Then came the plague. Within twelve hours, all of the cattle and the poultry were dead; the crops, withered husks. The McCains left their land, promising to someday retake what was rightfully theirs. It was a dream they shared with many others.

Over years, the McCains have formed a new family, a family of the homeless and the disspossessed They came on foot, on motorcycles, in fleets of R.V.'s. Under the leadership of Bud McCain, they formed a roving community, known as the Huskers to outsiders, due to their corn belt roots. Travelling the roadways of America, finding work where they can, setting up camp when they are able, moving on when the locals can no longer tolerate them, the Huskers have a common goal--to someday retake their land.

Labelled as terrorists for their bold strikes against the industries which have rendered them homeless, the McCains prefer to think of themselves as honest folk turned freedom fighters.The Huskers have long memories. Those who befriend them have an ally for life; those who anger them have a dangerous foe. Will the McCains retake their stolen homeland? Time will tell. But with every new atrocity committed by the Agri-Corps, their numbers grow.

Continued From Page 34

clinic, the Booster will take to it like chrome on a pair of mirrorshades. It's easier every time, they say. As more and more hardware's grafted, sockets drilled, and chips implanted, the Booster sinks further into his psycho-world machine-altered chaos. The best of them become the ring leaders, the worst are killing machines, riding on the edge of cyberpsychosis, ready to flatline themselves and everyone around them for that last big score.

Worst of all, Boosters travel in packs.

Maybe it was my arm, the one I lost in Lima, that endeared me to the Razors' top brass. It was an old model, military, and the dull steel and chipped plastic put me on their level. They had shacked themselves in an old warehouse, off of the main sprawl. In twos and threes they filtered in, screaming and shouting over deafening hardcore street rock. A few grabbed oiled rags and started cleaning their claws, fresh blood from a bunch of posers looking for action. Hack Man sat on his plastic throne, staring out through gunmetal eyes at the graffitti-covered walls of the nest. Dorphed up, he wasn't in the mood to answer questions. Only when his brother staggered in was there a flicker from behind the stone cut face. Metal arms crossed over armored chest, he popped his claws. A signal for the rest.

They came at Hack Man's Bro from all sides, animal cries tearing from their throats as claws popped from housings in fingers. Steel and flesh monsters, pushed on by drugs music, hardware, and each other. The kid bared his teeth as the first pair made their pass, striking home, rending bloody tears in his flesh with a surgeon's skill. He didn't fight, didn't run, didn't cry out. Soon his arms, legs, chest were covered with thin lacerations. Knees buckling, he fell to the floor. I watched with facinated horror as the pack pounced on their prey, kicking and biting. In minutes, it was over. The dragged the broken kid before his older Bro, thowing him before their chieftan's feet.

"Get up". the Hack Man snarled.

The kid pushed himself up to his knees, stared out into nowhere. "It hurts". he muttered through swollen lips.

The kick sent him sprawling across the floor of the nest. "Life hurts". said Hack Man over the jeers of his gang brothers. "You were born into a world of pain. If you don't like it, just leave now. Go outside in the gutter. Curl up and die. We welcome pain. We are pain. But we armor ourselves. Look around you. We are the city. Use your claws to hurt. Be one of us and pain won't touch you. You become the pain." He rose from his chair. "Are you ready to become the pain?"

He forced himself to stand, blood painting the floor a greasy red. He turned to the nearest Razor and struck him in the jaw with a leather gloved fist. The Boosters roared their approval. The answer was yes.

They stormed out of the building, claws exposed. They carried the kid on their shoulders. They would work their way across their city, heading towards a waiting ripperdoc, slashing and burning everything in their path. The cops stayed far away; no overtime bonus is worth messing with a Blood Razor initiation.

The hospitals would report thirteen casualties from the mayhem that night, all so that a fifteen year old kid could get his claws and join with his brothers. Before I left the nest, the Hack Man, cooling his jets with Smash, asked me what I thought of his *family*.

I popped the casette out of my arm and stowed it in my bag. He could read about it on the Net, just like the rest of you.

---Walter Pickering, Net 54 News

Arasaka Security Corporation
Password Please:
Access Granted
File Desired?:**Symbiotics**
Please wait

Symbiotics
Symbiotics is the file name given to updates on Booster gang "Iron Sights" which is financed and controlled by Arasaka Security. Breakdown follows:
Gang members: 43
Enhancements: Varied
Location: Night City

The following report compiled by Rachael Tyroll.

In accordance with my assignment, I met with said Booster gang at designated meeting place. Upon their arrival, they proceeded to scan me for weapons and other noticible cybernetics. When they were assured that I was, in fact, a representitive of Arasaka the leader was brought out from a nearby bar where she had most likely been watching the intial encounter.
The first words out of the leader, who calls herself Brandywine, indicated to me that the gang obviously

does not relish the idea of being a pawn for Arasaka, but resigns themselves to this stature because of the money we input into the gang. She then asked my purpose for calling such a meeting. Upon my telling her that Arasaka wished me to accompany the gang for a week to get the full scope of their activities. I was grabbed from behind and someone else threatened my life with several sharp blades protruding from their hands. These weapons, which are illegal, go by the street name of "Rippers," and, judging by their looks, I would estimate that they will do just that to human flesh and bone.

The gang's initial hostility stopped cold when I firmly told them that killing me, or even refusing to let me accompany them, would result in immediate stoppage of funds provided by Arasaka. It is my impression that the members of this gang hate their own humanity as well as other people's. This is further reinforced by my observation that the gang members that are held in the highest esteem are the ones that have the most metal meshed with their bodies. In my judgement, the members of this gang can easily be controlled by our organization by simply controlling their money supply to buy new cybernetics.

The week I spent with the gang proves to me another theory that I had postulated: The gang not only hates humanity [which, in itself could be reasoning for it's existance], but also likes to hurt, mutilate and kill others for what would seem to be the pure pleasure of it. These two factors lead me to the conclusion that the members of "Iron Sights" are all suffering from cyberpsycosis and terminating our ties with them in the near future may be the best solution for all parties.

- Rachael Tyroll 9/1/13

Gang Violence Erupts on Night City Streets

By Bes Isis

In the early morning hours seventeen youths were killed in yet another boostergang confrontation. Street sources say that a group of the **Iron Sights** gang were gathered at a bar known as *Rainbow Nights* when they were confronted by the red robed **Inquisitors**. After a brief arguement, fighting started, and when it was all over there were seven dead Inquisitors and ten dead members of the Iron Sights.

When we finally were able to reach the leader of the Inquisitors,who has asked that his name be withheld, he had several things to say about today's and other related incidents.

"In the midnight hour, when the sound of footsteps on the pavement strikes fear within your heart, the Inquisitors will be there to judge you. Tonight's example, the attack on the heretics known as the Iron Sights, is just the start of a new order that is coming to be. A new order that will be led by the Inquisitors.

"I stand here before the public in general not to preach of impending doom, but rather of judgement. Judgement that will be rendered by the Inquisitors. For most of the public, they have nothing to fear, but there are some out there that should think about their sins, and how they will soon be punished for them.

"To further the impact of this statement, I need only point out the case of the hertical members of the Iron Sights. They, like anyone else who has molded unnatural machinery into their God-given flesh, will be struck down to the last person by the Inquisitors. If that is not clear enough, then let me rephrase it: If you have no metal infused with your body, you are safe. If you have voluntarily undergone such blasphemous melding, then beware. The Inquisitors are here to judge you."

Although he would not reveal his identity to the public, the head of the Inquisitors is thought to have some older, no longer believed, religious background, which can be seen as the cause for his slightly different views on today's society. Whatever his reason may be, the head of the Inquisitors has given his warning to the people of Night City.

On an ending note, it must be pointed out that the chief of police for Night City was reluctant to answer questions regarding his plans for controlling the Inquisitors, and other gangs that threaten the citizens of this city. In fact the only thing we could get out of him was, "No comment."

Sound familiar?

One Night with the Trauma Team

Fun Times in Night City with your Favorite Paramedicals

Reporting: Rich "Meatball" Cramer M.D.
Date: 8-16-13
Dispatcher: Lifeline Trauma Inc., Night City Branch #23
Transport: P&W modified A.V. 4E impact rated to threat level 7
Crew: 5: 2 Med, 2 Solos, Driver/Gunner

6:30 : Early call. Responded to warehouse district. Patient victim of Booster skirmish. Open chest. Trauma to liver, pancreas. Two collapsed lungs. Blood PH four over norm. Patient flatlined. Unable to revive. Removed model K-100 cyberarm with combat options for compensation. Suggest placing half of resale into company Christmas fund as per norm.

9:47 : Broken card alert at *Hari Kari Sushi* restaurant. Corp patient found choking on piece of sea urchin. Administered swift slap to back and dislodged foriegn object. Read patient list of response charges. Patient became hostile and threatened lawsuit. Added surcharges. Patient pulled firearm, forcing Solo to fire in self defense. Patient revived and brought to Med Center. Suggest cancelling account after payment of bills.

11:23 : Solo down on grounds of *Raven Macrocyb Inc.* Corp security became hostile and refused to allow extraction procedures of patient, claiming first rights due to Corporate Espionage Act of 2009. No one in team had ever heard of the Act, and in accordance with standard procedure, we continued with extraction. Raven Inc's. lawyers should be in contact concerning deaths of six security personal who were in path of AV-4 upon departure. Patient revived and charged extra for ammo costs and company lawyers fees.

14:15 : Firefight in inner city. Two broken cards. Upon arrival discovered a team from *R.E.O. Meatwagon Inc.* in process of loading carded patients onto their unit. Following company policy on "meat jumping", we warned them off over loudspeaker. R.E.O. team opened up with small arms fire. Team R.N. Chestly Whitestone took the initiative and released napalm canisters. Resulting explosion cost lives of both the patients and the R.E.O. team. However, Nurse Whitestone's quick thinking saved company's and team's reputations. Suggest that we sue R.E.O. Meatwagon for costs of patient accounts and munitions expenses.

15:55 : Broken card call at *Grand Illusion Dance Hall and Bar.* Subject patient one Rockerboy, Keri Eurodyne. Patient was in good health, but was under assault of young female fans. Dispensed teargas and waded into the fold. The grateful Mr. Eurodyne billed the cost of extraction and a new set of clothes to his studio's account and gave us a healthy tip. Since the teenyboppers seemed to enjoy the free spirited chaos, I doubt the company need worry about lawsuits from irate parents.

16:30 : Team members attacked in bar during rest break between calls; shotgun-wielding Booster attempted robbery. Criminal was dispatched by team security leader, Jazz Tobias. Criminal flatlined from small arms fire and set off cybernet Lifeline response. Subject held Lifeline card. Unable to revive. Suggest forfeiting of advance fees on account along with all personal effects. Due to amount of cyberware on patient, it is possible that she was in first stages of cyber psychosis.

17:40 : Net call to alley behind Night City chapter of Elks Lodge. Patient identified as DMS Vid actress Samantha Horn. Apparent overdose on mixture of 'Dorph and Slam. Patient revived. Dispatcher instructions followed to return patient to DMS studios. Team ambushed while on approach vector to DMS pad by three AV-4s bearing *R.E.O. Meatwagon* markings. Took evasive action. Main stabilizers holed during fire exchange. DMS anti-air defenses opened up at range of 300 yards scattering R.E.O.Vehicles, one of which crashed over the financial district during retreat. Patient delivered after payment of hazardous duty fees and the promise of a night on the town with the chief surgeon. Have taken the liberty of placing all Lifeline teams on Class I alert. Counter all R.E.O. personnel and vehicles "with extreme prejudice". See supplemental report on incident and vehicle damage.

19:00 : Finished shift and returned vehicle to pool. Overtime and hazard duty pay logged with dispatcher. Team placed on two day paid layover while repair of vehicle in progress. Heavy weapons issued from Lifeline armory. Fixers contacted to deal with R.E.O. personnel. Team will remain together until incident blows over. For emergencies, contact team via Net passcode "Stitch In Time"....End of Report.....

CYBERPUNK

The roleplaying game of the Dark Future

Handle

Stats: Roll 6 D10 +30 or 9D10. Max is 10, min is 2 for each skill

INT	MA	SEX	ROLE
TECH	BODY	Type	AGE
REF	Run (RUN= 4 x MA)		
COOL	Leap (LEAP=Run /10)		
LUCK	Throw (THROW=BODY x3)		
ATT	Lift (LIFT=Carry x 4)		
EMP	Carry (Carry=BODY x 5 kg)		

OUTFIT

Starting Characters begin with $2000.00

Gear & Programs	Cost

NETRUNNER PROGRAMS

INTERFACES

$500	Dungeon
$400	Tronnic
$600	Mega City
$7-900	Custom designed

SERVICES

$1000	Interface Copies
$50	Interface Updates
20% cost	Program Copies

DEFENSIVE

$50 p/lvl	Data Wall I thru VI (raw energy barrier)
$120 p/lvl	Code Wall I thru VI (keyed defense barrier)

PENETRATION

$100	Hammer (breaks down data walls)
$200	Jackhammer (breaks down data walls--quietly)
$600	Wizard's Book (unlocks complex code walls)
$100 p/lvl	CodeCracker I thru IV (unlocks basic code walls)
$600	Raffles (unlocks complex code walls)
$500	Worm (unlocks Data & Code walls)

STEALTH & OBSCUREMENT

$350	Invisibility (hides Netrunner from defenses)
$500	Speedtrap (warns of traps in next frame)
$200	Replicator (confuses tracking programs)
$200	Flack (confuses tracking programs)

COMBAT PROGRAMS

$300 p/lvl	Killer I thru VI (kills any program)

ANTI INTERFACE

$600	Flatline (destroys interface)
$700	Poison Flatline (destroys modem, interface)

WARNING & TRACKING

$500	Watchdog (alerts masters)
$500	Bloodhound (tracks, tells masters)
$800	Pit Bull (tracks, cuts line)

MULTI USE DEMONS

$1800	Imp (2 programs)
$2000	Afreet (3 programs)
$3000	Succubus (4 programs)
$4000	Balron (5 programs)
$5000	Vampyre (absorbs programs)

PROGRAM ASSASSINS

$1000	Aardvaark (kills Worms)
$1500	Manticore (kills Demons)
$2000	Hydra (kills Demons)
$3000	Dragon (kills Demons)

BLACK PROGRAMS

$50000	Zombie (makes you into vegetable)
$75000	Brainwipe (makes you into vegetable)
$100000	Liche (brainwashes you)
$100000	Firestarter (fries brain, wiring, modem)
$150000	Hellhound (stops heart)

p/lvl: per level of program

FRIDAY NIGHT FIREFIGHT

INTERLOCK MAN TO MAN & WEAPONS COMBAT SYSTEM

R. TALSORIAN GAMES INC.

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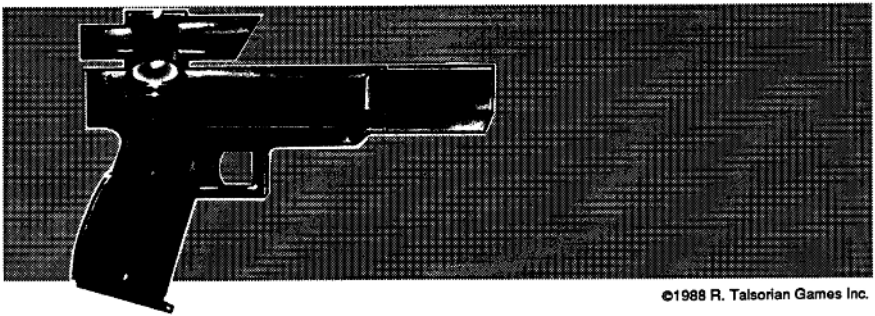

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FRIDAY NIGHT FIREFIGHT™

Advanced Combat System For Interlock™

Friday Night Firefight™ is a weapons system for using modern, futuristic and archaic firearms in roleplaying adventures. It is designed to cover all elements of firearms combat in an easy to use format, allowing realistic firefight action without resorting to numerous tables and charts. FNFF also covers elements of melee weapons and hand-to-hand combat as well.

A Few Comments

There are a lot of spurious ideas and rumors about modern weapons encounters running around--most of them from the *Hollywood Never-Empty-Sixgun School of Armed Combat*. To a large extent, these misconceptions have crept into the design of many adventure games, leading to characters who can be repeatedly shot with large caliber handguns until they run out of "hit points" and who can fire Ingram MAC-10's one handed and hit with every bullet. In other words, good, clean fun.

Friday Night Firefight™ is not good, clean fun. Most of the data herein has been compiled from ballistics reports, police data, FBI statistics and other not-clean-fun sources. These sources all tend to point to a couple basic truths about firefight combat.

Most (80%, in fact) gunfights occur within 21 feet of the respective targets. Some 40% of these happen within 8 feet or less. Most (60%) occur in dimly lit and difficult conditions--dark, rainy alleys, with both participants panting and out of breath, pausing momentarily to snap off a badly aimed shot at a fleeing shadow, then ducking back into cover. Hits are actually quite rare. When they do occur (assuming a large caliber weapon is used), the victim is usually hors de combat on the first shot, from a combination of wound shock and fear. A solid hit with a .44 magnum will probably splatter your character all over New Jersey.

Why do we bring this up? We've tried to distill lots of real combat firearms data into a simple, user-friendly form; a form that means you don't have to deal with reams of tables and charts to accurately commit mayhem on your fellow players. The result is that while Friday Night Firefight™ is deceptively easy to use, it is also deceptively dangerous. In this game, a large caliber handgun is something to be truly respected. If you're the sort who likes to charge into a gunfight with both barrels blazing, be prepared to lose your first character. And the next. And the next, until you get the point. This stuff is *dangerous*. Good luck.

PREPARATION

Materials

Friday Night Firefight™ does not require that you have a Referee, but it is usually helpful to select one person who will judge rules questions and settle disputes. You will also need pencils, several six and ten sided dice, and copies of your ***Friday Night Firefight™ Combat Sheets.*** We have provided samples of these on the back of this rulebook, which you may copy for your personal use. **All tables you will need will be on 2 sheets in the back of the book.**

Get a Character

If you are using *FNFF* as a pure combat game, you will need to construct both Statistics and Combat Skills for your *FNFF* character. If you already have an Interlock System character from another game, simply enter the appropriate stats on your FNFF Combat Sheet:

Stats: Roll **5D10** and total the resulting points. You may place a maximum of 10 points or a minimum of 2 points in any Stat.

Intelligence (INT): This is a measure of mental acuity and problem solving ability.

Reflexes (REF): This is an index combining basic dexterity and physical co-ordination.

Cool (CL): This is an index of how well the character stands up to stress, fear and pain.

Movement Allowance (MA): This is how fast the character moves. Multiply this by 5 to determine how many meters you can run per turn. Divide your running speed by 10 to determine how many meters you can leap.
Body Type (Body): Ther are 5 levels of Body Type. Each determines how much damage you can take in wounds, etc. Your Body Type is determined by how many points you place into it: **2=Very Weak, 3-4=Weak, 5-7=Average, 8-9=Strong, and 10=Very Strong.** Write your Body Type in the box adjacent to the BODY section of your ***FNFF Combat Sheet.***

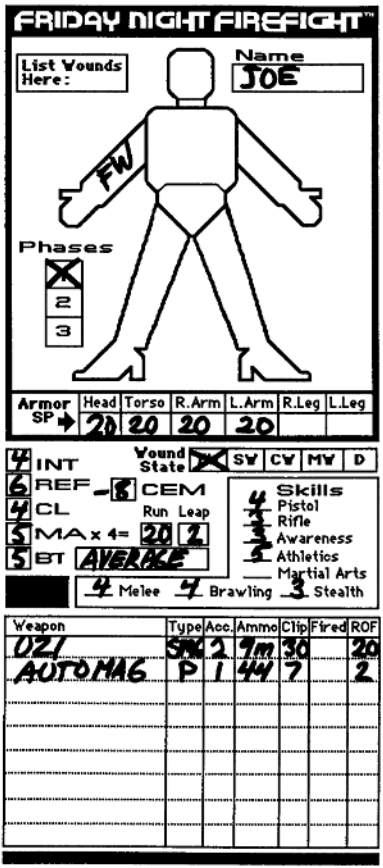
Combat Skills: Roll **5D10** and total the results. Use these points to buy skills. Each level of skill costs 1 point, with the exception of martial arts, which costs 2 points per skill level.
Pistol: The ability to use handguns.
Rifle: The ability to use rifles, shotguns and submachineguns.
Martial Arts: The skill of trained physical combat, such as karate or boxing.
Melee Weapons: The ability to use knives, clubs and other hand-held weapons.
Brawling: The skill of untrained physical combat.
Athletics: The abilities of throwing, climbing, gymnastics, etc.
Stealth: The skills of moving silently, using cover and hiding.
Awareness: The ability to notice clues, ambushes, etc.

Photocopy a ***FNFF Combat Sheet*** for yourself, and write your values in the boxes indicated. Where there are calculations to be performed (such as your MA), do these as instructed. Some areas of the sheet will still be blank. Don't worry; they will be covered later in this text.

Go Pick Out Some Hardware

At this point, you should go to the back section of this rulebook and select some weapons. Each weapon in the ***Weapons Reference*** section has information on it's ammunition, availability and accuracy. Pick a few good ones (if you haven't already), and write Type, Accuracy value, ammunition type, clip load and Rate of Fire down in the spaces provided on your ***FNFF Combat Sheet.***

In addition, you're going to want some protection as well. Check the ***Armor Reference*** section of this book for the type of armor protection you want. Each type has a value called SP, or Stopping Power--this is how much damage the armor will stop in combat. Write the SP for each area covered in the spaces provided on your Combat Sheet.



BASICS

Before starting combat, we'll need to discuss a few basics. These are things like **turns, ambushes, task attempts, actions, line of sight, movement** and other particulars.

THREE PHASE TURN

The Three Phase Turn is a variation of the Interlock System (found in MEKTON and other RTG adventure games). As in the basic System, each player may perform a certain number of actions, based upon his or her particular Reflex Statistic. In this advanced variation, these actions are spread over three individual *phases* of the combat turn (each about 3.2 seconds in duration), instead of occurring all at once. As a player, you may only act during your "Yes" phases, as listed on the ***Phase Table.*** Within the phase, players act in order of highest to lowest Reflex stat. If players have equal Reflex stats, their actions will take place simultaneously. You may also choose to delay your action during the phase, then take that action at any other time during the phase.

A Play Example: *While this situation primarily demonstrates the nature of Turn Order and Combat Flow, we'll be returning to it several times throughout the rules to illustrate certain elements of a Friday Night Firefight combat. The scene is a deserted junkyard on the edge of the City. Hiding among the wrecked cars are the following antagonists:*

Mad Matt (REF=10), Crusher Jones (REF=8), Scar Heckler (REF=9), Killer Koch (REF=5) and Legs Luger (REF=5).

Turn order will be: Mad Matt, Crusher, and Scar acting on Phase 1,2 & 3. Killer and Legs act on Phase 2 and 3 only. ***Phase One:*** *Matt moves first. He takes aim on Scar Heckler, fires and misses. Next, Scar fires back at Matt, wounding him slightly. Crusher Jones comes up from behind cover and backshoots Scar. In* ***Phase Two,*** *Matt decides to delay his action, waiting to see which of the two assailants is the bigger problem. Scar stays low, reloading his gun. Crusher sprints across the street, leaving him open to Matt's attack--he fires and kills him. Matt's move exposes him to Killer and Legs. Killer shoots at Matt, while Legs shoots at Killer.* ***Phase Three:*** *Matt turns and fires at Killer and misses. Scar decides to delay his turn, waiting for a clear shot. Killer shoots back at Matt and critically wounds him. At the same time, Legs shoots at Killer, killing him. Because they have the same Reflex stat, Killer is able to make his attack on Matt, even as Leg's shot hits him. Finally Scar comes out of hiding, and zaps Legs.*

Go to the Phases section of your ***FNFF Combat Sheet.*** Put an "X" through any phase in which you do *not* move.

Ambushes

As you will rapidly discover, one of the best tactics in FNFF is the **ambush**--a situation where one player lies in wait for his target---such as a criminal hiding behind a dumpster, waiting for a pursuing police officer to step into the alley (and make himself a target). To set up an ambush, you must first position yourself in hiding. As the Attacker, you will add your INT Stat, any applicable Skill (such as Infiltration), a 1D10 roll, and any applicable combination of Condition Modifiers from the ***Ambush Table.***

As the Defender in this situation, you will roll a combination of your INTStat, any applicable Skills (such as Awareness), and 1D10. On a equal or higher total, the Defender wins, and is aware of the ambush. Combat will then be resolved as in any standard Three Phase Turn.

Should the Attacker win the Ambush Roll, he will be awarded a *free* phase of action, to occur before the start of that Three Phase Turn. In this special Ambush phase, he may make his attack without losing any of his subsequent actions in the turn to follow. However, once an ambush has been sprung, the ambush option may not be resorted to again until a new ambush can be arranged.

SCALE

The standard measure in Firefight is in meters. *FNFF* uses a very flexible scale system, allowing players to use almost any type of roleplaying figure or counter (we personally prefer using 3 inch plastic Army figures, available in any supermarket or toy store) to map your combats. If you are playing "in head"--i.e., allowing a Referee to determine movement, you can skip the following process.

To determine how long a meter will be in your scale, pick out one figure as the "average man" in your combat. This figure automatically has a "scale-height" of exactly two meters. Now measure this figure with any convenient ruler or measuring tape. Divide the resulting measurement by 2. You now have a yardstick with which to measure combat distances. If your numbers do not come out exactly, don't hesistate to round down your inch or millimeter measurements to the nearest whole. To speed game play, you may want to have most of your most common measurements precalculated.

Example: We are using typical plastic soldiers as our counters. We pick out one as our "average man" and measure it. It stands three and one quarter inches tall. We round this out to three inches. 3 divided by 2 equals 1.5. . One meter equals 1 and 1/2 inches.

MOVEMENT

Movement Allowance is an index of how fast your character can run (important in combat situations). The higher your Movement Allowance (**MA**), the more distance (in meters) you can cover in a combat phase. To determine your Movement Allowance, multiply the number of points placed in this Stat by 4. This is how many meters the character can run in a single turn. He may use up to one third of this movement each phase of the turn. He may leap up to one tenth of this. *Example: I place 8 points in my MA Stat. My character can now run 32 meters (4x8=32) per turn. He can leap 3.2 meters. He may run up to 10 meters per phase of the turn.*

On level, unobstructed ground, your character may run as many meters as his Movement Allowance; a one to one ratio. Crossing over more littered or difficult terrain will have a greater cost ratio. This cost ratio may be determined by the Referee of the firefight, but in general, cost ratios are as listed in the ***Movement Cost Table.***

TASK ATTEMPTS

When attempting to accomplish something in ***Interlock™,*** a character combines any **Skill** he has in that particular area of expertise and his most applicable **Stat.** This total is his **Ability** to do the task. He then rolls a **10 sided** die (representing the Chance element of the equation), comparing this total with the Task's Difficulty level, as determined by the Referee. He must roll a value greater than this value to succeed at the task. This is called a ***Task Attempt.***

Any non-combat task (such as opening a locked door), has five levels of Difficulty. An **Easy** Task has a Difficulty of **10**. An **Average** Task has a Difficulty of **15**. A **Difficult** Task has a value of **20**. A **Very Difficult** Task has a value of **25**. An **Impossible** Task has a Difficulty of **30**.

ACTIONS

Doing something in combat is performing an **action**. During each of his phases during the turn, the character can perform any one of the following actions. If the action you wish to perform is not listed, ask the Referee to determine the closest category in which the intended action falls.

You may only perform one action per phase. However, this does not mean that an action cannot carry over between two or more phases, or even two or more turns. For example, you might choose to aim on Phase 3 of Turn One. Obviously, there isn't a remaining Phase in which to actually shoot during Turn One. Instead, your aim action will be counted towards the *first* phase in the *next* turn (Turn Two) in which you can act. Several types of actions may cover numerous consecutive phases or turns. You may spend several phases, one after the other, trying to escape an entangling net or hold. It may take you several *turns* to bind a wound or fix a jammed weapon.

You *can* perform actions while moving; moving does not count as an action. However, the action's effectiveness will be **halved** during the phase in which you are running. The exception to this is Active Dodging. Moving does not affect this action at all. As an action, you may choose to:

Shoot: You may fire any non-autofire weapon twice as a single action, if the weapon has a firing rate greater than 1 (most are rated as 2). You may also fire one "burst" (a series of rounds) from any autofire or fully automatic weapon as one action.

Hand to Hand Attack: You may make two hand to hand attacks as one action. Each attack will take up one-half an action. Hand to hand attacks include blows, strikes, and attacks with swords, clubs or knives.

Leap: This includes any action in which you are diving into, or jumping over, under, into, onto or out of something. Referee's should rate the leaping maneuver by Difficulty and require a Task Attempt for success. A failure results in a fall.

Acrobatics: This includes any single action that could fit into these categories: flipping over something, spinning around, climbing, rolling over, balancing, rebounding off something, doing handstands, pivoting around something (like a chinup bar). Referees should rate the acrobatic maneuver by Difficulty and require a Task Attempt for each one. A failure results in a fall.

Juggle: This includes any action that could fit into these categories: catching something, tossing things from hand to hand, grabbing things, snatching things, juggling things. Referees should rate the juggling or catching maneuver by Difficulty and require a Task Attempt. A failure results in the object being dropped.

Active Dodge: This includes "popping up" from cover, diving out of the way, bobbing and weaving, and falling flat. An active dodge adds +2 to your Defense Total during the phase in which it is performed.

Parry: This includes any action in which you are using a part of your body or another object to ward off damage. Parrying adds +3 to your Defense Total. A failed parry results in the attack striking you instead of the parrying object.

Feint: A feint is a "false move" designed to throw your opponent off guard. A successful feint adds +2 to any Attack made in the following phase. Feints may only be made with Melee Weapons (you can't feint with a gun, for example, unless you're using it as a club).

Escape: This action allows you to free yourself from entanglements, entrapments, or grappling holds. You may attempt to escape once per action.

Aim: This action must be employed for one or more consecutive phases before a shooting action. It is, in effect, the act of bracing the body and weapon together, utilizing slings, two handed grips or steady cover as a support. For each successive phase of steady aim add +2 to your Attack Total, up to 3 additional phases.

Reload/Change Weapon: This action allows you to change one weapon for another in one action, or to fully load/reload an exhausted weapon.

Mount/Dismount: In one single action, you may leave or enter a vehicle, or mount or dismount from a riding animal, but not both.

Repair/Aid: In one single action, you may attempt to repair a damage tool or weapon, clear a jammed automatic weapon, or render medical aid to a wound. The Referee may rule that a particular repair or aiding action will actually involve *more* than one consecutive phase of the turn, or even several turns before you will complete your attempt. Referees should rate the repair or medical task by Difficulty and require a Task Attempt for success.

You may also choose to delay your action until later in the phase (see *Three Phase Turn, pg. 2* for details).

FACING & FIELDS OF VIEW

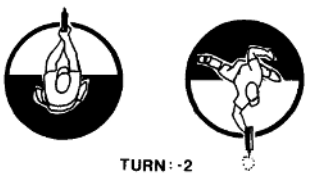
In some Interlock System variants, (such as ***MEKTON II***), a hexagon based map is used to determine facing. When dealing with very large combat areas in a wargaming setting, this is a fairly logical idea. But the truth is that real people don't run along following little hexagons drawn on the ground. Real people also don't face along the sides of a hexagon and never the corners. Instead of facings, *FNFF* uses **Fields of View.**

Fields of View describe what the character can see (and therefore easily attack or evade). There are two Fields of View--Direct and Indirect. **Direct** is defined as the area forward of the character's shoulders (see illustration). Things within this field of view can be easily seen (assuming they are not blocked by smoke or other cover), aimed at and attacked.

Indirect covers the area behind the character's shoulders--visual space that is perceived rather than seen, often out of the corner of the eye, through sounds, or through a certain "sixth sense" of awareness. To determine whether a character is able to perceive a threat within this Indirect field, he must make a roll as if against an Ambush. Should his roll be successful, he will know that a threat is present.

However, while things in the Indirect field of view can often be perceived, they may not attacked or acted upon without turning around to *face* the threat. This "turning around" is a

simple action which costs nothing in either Movement or Actions, but which places the character at a temporary (1 phase) **-2 disadvantage** (to both Defense and/or Attack



Rolls), as he adjusts himself to a new orientation.

Example: As we recall in our combat example, Mad Matt was attacked from behind by Scar Heckler at the beginning of Phase 3. Normally, Matt's superior combat abilities would have enabled him to easily avoid Scar's shot and make a lethal counter attack. However, Matt was hampered in both his Defense and Attack rolls by the automatic -2 penalty for turning around. This was enough to negate his normal combat advantages.

If you are using *Friday Night Firefight™* in a purely roleplaying context without figures or maps (commonly known as an "in-the-head" game), the Referee will usually be the final arbiter of what can and cannot be seen (after all, 90% of the action is happening in his head anyway). If you are using figures, it is often useful to cut out a small cardboard circle to mount your figure on, with one half shaded to denote the indirect field, and the dividing line of the circle running through the shoulder-line of the figure.

LINE OF SIGHT

Line of Sight (LOS) is a clear, unobstructed line between attacker and defender. If an obstacle is between you and your target, you may not have a clear line of sight. If using figures or counters, line of sight can be determined by placing a straight edge between attacker and defender. If the edge intersects an obstacle, and the obstacle is taller than either party, line of sight is blocked. In a purely "in-head" game, the Referee would be responsible for determining if line of sight is blocked or not.

OBSTACLES

Obstacles are things which block movement, line of sight, and a clear field of fire. Common types of obstacles would be walls, vehicles, trees or buildings. In general, if an obstacle is over six feet tall, it effectively blocks the line of sight.

BASIC COMBAT

Attack Rolls

Basic Combat is much like attempting any other task. However, instead of acting against a Difficulty, the Attacker must instead act against his target's ability to dodge out of the way. When attempting to attack someone in combat, you will make what is known as an **Attack Roll**. This will be a total of your:

REF Stat+ Skill (in weapon or attack type)
+ Weapon Accuracy + 1D10

Accuracy information for each weapon can be found in the ***Weapons*** Section of this book, or in specific sections of your ***Interlock™*** game variant. There are 5 levels of Weapon Accuracy:

Very Accurate	**+2**
Accurate	**+1**
Average	**+0**
Poor	**-1**
Very Poor	**-2**

Write this value in the "Acc."box for the weapon on your ***FNFF Combat Sheet***. Add this value to your die roll whenever you are making an attack with that weapon.

Defense Rolls

Your opponent (also known as the Defender), will make a what is called a **Defense Roll**, totalling his:

REF Stat+ Athletic Skill+ Range Modifier+1D10

There are 5 ranges: **Pointblank** (when the weapon is right up against the body or within 1 meter), **Close** (the most common range for firefights), **Medium** (most commonly used in standoff combats), **Long** (the most common range for target shooting), and **Extreme** (for sniping and sandbagged range shooting). Weapon ranges are listed in the ***Weapon Range Table***. Note that these are applied generally towards classes of weapons; while variations in range between weapons of the same class exist, these variations (in most cases) are so small that they have been averaged to speed game play.

Range modifiers will vary based on the type of weapon used and the circumstances of use. The ***Range Modifier Table*** shows all the possible modifiers and range situations. In general, however, if you are using a single shot, ranged weapon attack, you will use the following mofifiers:

Extreme	**+4**
Long	**+3**
Medium	**+2**
Close	**+1**
Point Blank	**+0**

Remember to add the appropriate value to your die roll whenever you are making a Defense Roll.

If the Defender does not have an Athletic Skill, he may substitute Martial Arts, Dodging, Gymnastics or any other similiar skill (as decided by the Referee). If he is unaware of the

attack (sleeping, ambushed, etc), he will be considered to be an inanimate object (pg.7) and be unable to use his REF stats or skills in his defense.

Resolve Combat

If the total of the Attacker's Roll is greater than the Defender's, he has hit. If the Defender 's total is equal or higher, the attack has missed.

Now, let's make it a little more realistic:

COMBAT EXPERIENCE

So you've got a character with a REF of 10, a Handgun Skill of 9, and a generic Big Gun. You're feeling pretty invincible. You're just going to swagger out onto the Street and take down the first guy who stares at you crosseyed, right? Wrong.

Each time you face combat, you face more than a test of your marksmanship---you also face the test of courage under fire; the aspect of combat cool. The greatest gun skills in the world won't help a bit if your hands are shaking too much to aim. The bitter truth is most of the deadliest gunmen of the Old West weren't the fastest. They just had nerves of ice. While the "Kid" snapped off a shaky first shot and missed, ol' Wyatt could take his time to make his perfect...

Your gun skills are really only how good you are on a nice, safe shooting range with no bullets zipping by. The picture changes drastically when actual shooting begins. Obviously, the more combat you've been exposed to, the less it's going to shake you up. This is reflected in your **Combat Experience Modifier (CEM)**. To determine your CEM, subtract your COOL stat from **12** and write the result on your ***FNFF Combat Sheet***.

Whenever you are making an attack, subtract your CEM from your current Attack Total. If it is reduced to 0 or below, you are frozen with terror and unable to fight, only flee. *Example: I have a Cool of 8. 12-8=4. I must subtract 4 points from my Attack Total.* CEM does *not* affect your Defense Total.

Obviously, you'll want to start working on getting calloused to danger and death fast. For every two fire fights you have survived, your Combat Experience Modifier drops by one point, until eventually it reaches 0.

For example, if I began with a Cool of 8, my CEM would automatically be 4. But after two successful firefights, it would drop one point to become 3. By my eighth firefight, it would have dropped to 0 and I would no longer be bothered by combat at all. I'd be an old pro. Or dead.

One way to keep track of Combat Experience is to keep your old ***FNFF Combat Sheets*** . This is also a way to keep track of records for old weapons, shortening the pre-prep time before each game. If *Friday Night Firefight* is being used in a roleplaying context, you may also wish to apply the effects of your CEM to *any* action performed while in combat, including your Defense Total.

POSITION & COVER

Another way to make combat more realistic is to take the target's position and cover into account. After all, it's far easier to hit a man standing out in the street than a man hiding behind a wall. Defenders may add an additional Cover Modifier to their Defense Rolls. Using the ***Cover Diagrams***, choose the cover position closest to your current position and apply that modifier.

SNAPSHOOTING

Most combat marksmanship involves snapshooting. The participants neither have the time or conditions in which to take leisurely aim, brace themselves, and select a specific section of their target to fire at. Instead, they are firing at whatever part of the target pops up into view---while dodging back behind cover to avoid getting nailed themselves. *Friday Night Firefight* reflects this chaotic pattern of skirmishing by *forcing* you to snapshoot unless you deliberately take actions to carefully aim and squeeze off your shot. *Example: Your target leaps out of cover. Without pausing, you bring your gun up and shoot. You aren't aiming at any specific body area--you're just firing blindly in his direction.*

Snapshot hit locations will always be determined using the ***Random Hit Table.*** However, if you choose to shoot at a *specific* area of your opponent, such as the head, a limb or torso, your Attack Total will be halved. *Example: Your target leaps out of cover again. Without pausing, you raise your gun and shoot. But this time, you are trying in that split second to hit him in the head, rather than firing blindly. Your chances are going to be drastically reduced.*

AIMING

Aimed shots are those in which you have been able to draw a bead on your target and track the shot for a few seconds. Because the Aim action is such a careful operation, you'll be unable to do anything else during it's duration--any break in the action will destroy your concentration. You must be able to see your target during the aiming phase. You may aim any kind of attack, including hand to hand moves, kicks, or sword blows. Unless you are attempting to hit a specific area of your target, you will use the ***Random Hit Table*** to determine hit locations.

For each phase in which you are aiming, you will gain +2 to your Attack Total, up to three consecutive phases. This can become very important if you are trying to fire at a *specific* area of a target and having to deal with the half-attack total penalty for aiming at specific areas.

Example: Once again, your target leaps out from behind cover. This time, however, he's twenty meters away from you. You have enough time to aim carefully, increasing your chances to hit.

If you have enough time, you could take a careful bead on his head. This is still a lot tougher shot than just aiming at his body, so you haven't lost your penalties for picking a specific body location. However, you will gain an advantage by aiming at that location over time.

Of course, there's a major disadvantage to this. You've been standing in one place taking aim for severalphases before the shot. Your target may have moved by this time, or may have taken a lucky snapshot and blown you to kingdom come.

SPECIAL ATTACKS

INANIMATE TARGETS

Occasionally, you will need to attack something that is either stationary or not a live target (such as a vehicle). In these cases, you will attack as if performing a Task Attempt, with the Referee rating the Difficulty of hitting the target based on size, and speed of movement. In addition, he will also add the range Modifier to the basic Difficulty.

A n **Easy** Task has a Difficulty of **10**. An **Average** Task has a Difficulty of **15**. A **Difficult** Task has a value of **20**. A **Very Difficult** Task has a value of **25**. An **Impossible** Task has a Difficulty of **30**.

Example: I am firing at a stationary sillhoutte target at Long range. The Referee rates hitting the target as an Easy task (+10) plus the +3 modifier for firing at Long Range. I must roll a total Attack greater than 13 to hit the target. Next, I attempt to hit a moving sillhoutte target at the same range. The Referee rates this as a Difficult task (+20) , plus the +3 modifier. I must roll higher than a 23 to hit this target.

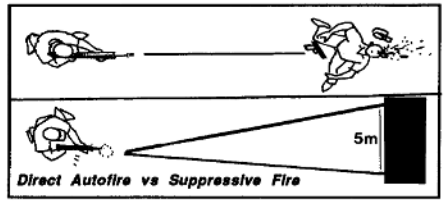
AUTOMATIC FIRE

The favorite of filmmakers, drug dealers and would-be-Rambos everywhere, automatic fire can be done with either submachineguns (like the Uzi or the Ingram MAC series), or with assault rifles (such as the M-16 or the popular AK-47). In theory, automatic fire should be absolutely deadly--and it is, to a point--it's pretty hard to dodge twenty bullets headed your way. However, there are really two kinds of autofire, each with it's own advantages and limits.

Direct Autofire

Direct Autofire concentrates a large number of bullets on a single target. This kind of fire is fairly inaccurate, inasmuch as the recoil of successive rounds makes the weapon very hard to control. Direct Autofire is best used when you want to make sure your target is dead, dead, dead, and you don't care a whole lot about wasting ammo. It is also most effective at point blank and close ranges, when you have only one target to deal with.

Direct Autofire can be performed in two ways--a short, **three round burst**, giving better control over longer ranges, or a **full auto burst**, firing the maximum rate of fire possible for the weapon. Depending on the type of burst, the Defender will use either the Range Modifier column for 3 round burst or the column for full auto.



Direct Autofire vs Suppressive Fire

For every point *greater* than your opponent's total, one round will hit, up to the total number of rounds fired. *Example: My Attack Total is 10. I decide to fire full auto from my 9mm Uzi (20 rounds). The Defender fails his roll by 7 points, taking this many rounds.*

Suppressive Fire

This is the fire most often used in movies where the heroes manage to run through a hail of bullets and live to tell the tale. A single target is not picked--instead, an entire area is made hazardous to pass through.

Suppressive fire doesn't require a great deal of accuracy--the idea is to fill a volume of space with a lot of bullets, hoping that anyone or anything in that area will take a bullet. Suppressive fire is best used when you want your opponents to keep their collective heads down--in short, cover fire. Suppressive fire is effective at all ranges.

To use suppressive fire, you must first determine the width of the area you want to blanket with fire. This area is your fire zone. Anything caught within this area you have designated can be considered a Defender unless behind some form of cover, as well as anyone who intersects the line of travel from the muzzle of your gun to the designated fire zone.

Move to the ***Suppressive Fire Table***. Find your weapon's maximum ROF on the table. Compare this to the number of meters in your fire zone. Add the indicated value to your Attack Roll. Defenders will use the Range modifiers for full auto attacks. All targets within the fire zone who have failed their Defense Rolls will take one round. If more people fail their rolls than you have bullets, the rounds will hit those closest to your position first, moving further away until you run out of rounds.

Example: I decide to lay suppressive fire over a roadway 8 meters across with my Uzi. It's maximum rate of fire is 20. I read down the 6-10 meter column. My modifier is +2.

The advantage of supressive fire is that the more bullets thrown into an area, the better the chance you will hit

something. In addition, as the designated area becomes smaller, the more effect your bullets will have on that area. If you're being charged by a mob of people, spraying the area with bullets will probably hit at least a couple of them. With a large caliber assault round, even a single hit could be fatal.

Aiming Autofire

One problem with aiming shots at specific locations is that you *can't* combine them with burst firing weapons. Even light caliber rounds have recoil effects; multiplied by several dozen rounds, this bucking action will throw the gun barrel out of line within a few seconds, making it impossible to choose a specific shot location. The main advantage of "rock n' rolling" isn't in accuracy, but in firepower; who's going to stick his head up when there's a hail of lead filling the air?

You *can* aim automatic fire in your target's direction, taking advantage of the aiming bonuses. However, *where* you hit will always be determined on the ***Random Hit Table***.

Shotguns

Shotguns are somewhat different than other types of firearms, in that they usually fire a spray or "pattern" of small pellets. The density of this pattern can be controlled by using a special "choke". It takes **four full turns** to alter the choke setting of a shotgun. When the choke is closed, the pattern is tightly packed. When the choke is open, the pattern is wide and dispersed, making it easier to hit the target, but delivering less damage. When you are making a Defense Roll against a shotgun, use the most appropriate of the two ***Range Modifier*** columns for shotgun attacks.

A n open choke shotgun blast will cover an area 3 meters wide--a closed choke blast will cover 1 meter wide. Anything within this area that fails it's Defense Roll will be hit be shotgun fire.

Shotgun damage is distributed over two areas instead of one, as described in the ***Damage*** section of this book. Shotguns attack locations are always determined on the ***Random Hit Table*** unless the shotgun is firing a solid slug or flechette. These attacks are treated as if a single shot attack.

Grenades

Grenades are area effect weapons. While not commonly used in small firefights, they are more often encountered in military and crowd suppression operations. **Hand thrown grenades** can be tossed as far as the attacker's Throwing Ability (as many meters as the number of points placed in your Body Type Stat, multiplied by 3.) . The ability to hit the target is based on the Attacker's Athletics Skill + REF stat + 1D10.

Rifle mounted grenades may be launched up to 350 meters. The ability to hit is determined by the Attacker's Rifle Skill + REF stat + 1D10. In both cases, the Defender rolls a combination of REF stat + Athletics Skill +1D10. A grenade's area of effect is a circle 6 meters from the point of impact.

A failed throw or launch means the grenade missed. A missed throw means the grenade has fallen short, long or to the side; in this case, roll 1D6 and consult the ***Grenade Throw Table***. Roll 2D6. This is how many meters away from the intended point of impact the grenade has landed.

Example: I throw a grenade and miss. I roll 1D6 and get a 1--the grenade has landed in front of the target. On my second roll, I get a 4. The grenade has landed four meters in front of the target. As this is still well within the 6 meter range of the grenade, my target takes damage.

A grenade thrown at a large target, such as a vehicle or bulding, will take a total of 6D6 to it's structural damage points. *Example: I toss a grenade into a nearby tank. The tank takes a total of 26 points. The occupants of the tank each take an additional 2D6 for each shrapnel hit.*

Melee Combat

As you watch this guy waving his six inch toothpick around, you quickly make a decision. Either you give this guy a dose of your holdout pistol, or you go to an alternate plan. You grab up the nearest bottle of tequila by the neck.

Melee Combat is performed using things you use physical strength to wield, such a swords, knives, bricks, bottles, nunchaku, etc. Since the earliest stones and clubs, these have been the reliable standbys. After all, a mastadon bone never needs reloading. Because melee weapons encompass such a huge number of things, from stones to balisongs, we have broken them into general categories and levels of Weapon Accuracy.

Melee Combat is exactly the same as with Range Weapons. First, determine your **Attack Total**. Melee Weapons have no range modifiers to consider; all Melee Weapons attack at **Pointblank (+0)** range, unless thrown.

Melee weapons must also take the strength of the attacker into account. Depending on your Body Type, you may add a modifier to the damage caused by your attack.

Very Weak	**-2**
Weak	**-1**
Average	**0**
Strong	**+1**
Very Strong	**+2**

Thrown Melee Weapons

Thrown weapons would include bricks, bottles, stones, shiriken and knives. These weapons all do damage as listed for Melee Weapons, but because they are thrown, must take the normal Range Modifiers into account. Objects may be thrown as many meters as the number of

points placed in your Body Type Stat, multiplied by 3.

Some objects throw better than others. Objects not designed to be thrown (bricks, stones, small animals, heavy objects) have a Very Poor Accuracy (-2). Objects designed to be thrown (daggers, shiriken, darts, grenades) are considered to be Accurate (+1).

Friday Night Fistfight

Okay, so you're out on the Street with your stuff. You've got a .45 in your back holster, a nice little H&K snugged up under your armpit, and a four shot .357 holdout under your pants cuff. Then you walk into the local bar for a quick brew, and some guy gets into your face. Sure, you've got lots of hardware. But the last thing you want to do is haul out something and fill the air with lead. No, you draw back one massive, leather and spike-gloved hand, and deck the sucker. Welcome to hand to hand combat.

There are two types of hand to hand combat in *FNFF:* **Brawling** and **Martial Arts**. Brawling is any type of non-trained streetfighting. You take a poke at a another guy in a bar. Two kids scuffle in the schoolyard. Any time when the participants have had no formal training in a martial arts or fighting form, it's brawling. Experience is gained the hard way--by getting in a lot of fights.

On the other hand, any time the participants have had some kind of training, they are considered to be using **Martial Arts**. This would include any type of trained fighting; boxing, kung fu, karate, savate--anything that requires training and study.

Why the distinction? Martial artists are trained not only in how to make attacks, but also in how to cause the most damage. Rarely, if ever, does a schoolyard bully kill his victim with a punch. But a well-placed chop to the throat can easily kill someone. You just have to know how to do it. As a result, martial arts attacks are much deadlier than brawling attacks. In addition, they become deadlier still as the martial artist's level of ability goes up.

HAND TO HAND ATTACKS

Hand to Hand combat is performed much like other types of combat. All Hand to Hand attacks, with the exception of kicks, are considered to take place at **Pointblank (+0)** range and with **Average (+0)** Accuracy. Kicks take place at Point Blank range, but have a **Poor (-1)** Accuracy.

You can make two Hand to Hand attacks as a single action. For example, a character might choose to kick as one half of the action, and punch as the other half. Or he might choose to punch twice. Attacks are not differentiated; the biggest difference between two types of kicks, for example, would be purely descriptive. It is assumed that a brawler would not know how to do a spinning crescent kick, and that to allow him to do so would be poor roleplaying indeed. But the same kick would be quite possible for a trained martial artist.

There are 5 basic types of hand to hand attacks:
Strikes include any type of attack where the hands are used. This includes punches, jabs, elbows or karate chops. A bsic strike causes 1D6 damage + a strength modifier.
Kicks include any attack in which the feet are used. The kick could be wheel, thrust, crescent--any type, but it will still be classified as a kick. A kick causes 2D6 damage + a strength modifier.
Pins & Grapples are any attack which is designed to immobilize the opponent. They could be as sophisticated as an aikido wrist lock, or as primitive as a wrestling grip. While Pins and Grapples cause pain, they cause no permanent damage unless they are coverted into a Break.
Breaks may be applied only after a Pin or Grapple has been applied as the previous half-action. A break causes 1D6 damage + a strength modifier.
Throws not only do 1D6 damage + a strength modifier, but also incapacitate the victim for 1D6 phases.

Feints, Parries & Dodges

In addition to attacking, you may choose to combine other actions to make your hand to hand combat more effective. These actions work much as in Melee Weapon Combat, with the exception of the Parry. A Martial artist performing a parry against a hand to hand attack takes no damage from the attack. He is trained in how to deflect blows with his arms or legs without injury. A successful parry merely wards the blow off as if it has never struck. A parry against a weapon, however, will still cause damage.

Escapes

Escapes allow defenders to get out of pins and grapples. To make an escape, you must roll as if making a Defense Roll against an attack. If successful, you will have broken the hold.

Bludgeoning Damage

Fistfighting damage is not normally fatal (Millions of people get into fistfights all over the world every year and survive. Some people even consider this their idea of a hobby). Instead, damage done with bare hands, feet or other body parts is called **bludgeoning damage**. This damage is rarely even minor damage--it will usually heal up in a day or so and requires almost no medical aid.

In the average bar brawl, you might take two or three punches in the face before you even started to bleed. For this reason, bludegeoning attacks are scaled down to this level of damage. When making a bludgeoning attack, roll your damage, divide by 5 (rounding decimals down), then then compare that damage on the **Killing Damage** column of the ***Wound Table.*** Move to the right, and find the corresponding wound level on the table. Unless the damage is greater than 5 points, there will be no effect.

DAMAGE & WOUNDS

DAMAGE LOCATION

The first thing you'll need to determine after hitting your target is *where* it's been hit. If the attack was made to a specific location, you will obviously hit the location you have selected.

If the attack was not aimed at a specific location, it's hit location must be determined. This is determined by using the ***Random Hit Table***. Roll 1D10 to randomly determine where the shot hit. Use a little judgement here; if the target is halfway behind a car, you won't be able to hit him in the legs; if he claims to be aiming around a corner only his head and firing arm will be visible. Keep re-rolling until you get something you could possibly hit.

SPECIAL CASES

Shotguns: Shotguns automatically hit more than one area at a time. For this reason, shotguns use a special ***Shotgun Hit Location Table*** to determine damage. Divide the damage evenly between the two areas. If the damage is an odd value, the first area listed takes the extra damage.

Grenades & Explosives: Grenade damage is always applied randomly to all defenders within the target area. Roll 1D10 three times, for each, consulting the ***Random Hit Table*** each time.

TYPES OF DAMAGE

There are three types of damage in ***Friday Night Firefight™:*** **Structural, Killing and Bludgeoning.** Each type reflects the form of attack and it's effect on the object of that attack.

Structural Damage

Structural damage is caused by using either weapons or the hand and feet against a non living target. To determine the effects of the damage, you will subtract the number of points of damage from the total number of Structural Damage Points the object has. *Example: I use my M-16 to blast down a door. The door has a total of 20 points. My attack causes 36 points. The door is splintered .*

Some Common Structural Point Values:

Wood door	**10pts.**
Sheetrock walls	**15pts.**
Car doors	**20pts.**
Heavy wood door	**20pts.**
Metal door	**30pts.**
Stone wall	**30pts.**
Tree	**20pts.**

Killing Damage

Killing damage is any damage done by weapons against a living target. Killing damage can be caused by Ranged weapons, Melee weapons, or Explosives and Grenades.

Firearms & Other Ranged Weapons: Move to the ***Ballistics Tables*** for the specific type of round. Compare the round with the range from the target and roll the number of dice indicated. Next, for every point of your Attack Total greater than the Defender's, add an additional 1 point to your damage. If the attack is to the Head, double this total. *Example: I am firing a .357 Combat Magnum at Close Range. My Attack Total is 16. My target's Defense total is 12, giving me an advantage of +4. I check the Ballistics Table. At Close Range, the .357 round does 2D6+3. My roll gives me a total of 9 points of damage. In addition, I will add my 4 point advantage for a total damage of 13. If the attack were aimed at the head, I would have a total of 26.*

Melee Weapons: Unlike Ranged Weapons, Melee Weapons do not have a "drop off" over distance. They will automatically do a set dice value of damage, which is listed in the ***Melee Damage Tables*** for the weapon. You will also add the difference between your Attack Total and the Defender's Total to this roll, plus a modifier for the strength of the weapon wielder.

Very Weak	**-2**
Weak	**-1**
Average	**0**
Strong	**+1**
Very Strong	**+2**

If the attack is to the Head, double this total. *Example: I attack my target with a club, beating my opponent's roll by 5 points. My club automatically causes 1D6/3 in damage; I roll a 6, divided by 2, for a total of 3. I add +1 for my Strong Body Type, plus the 5 points for my advantage, for a total of 9. If the attack were aimed for the head, I would have a total of 18.*

Explosives & Grenades: If the Defenders are within the 6 meter range of effect, roll 2D6 for each shrapnel hit. Remember: Head hits must double these damage totals.

Bludgeoning Damage

Bludgeoning damage is caused by attacks on a living target using hands or feet. This type of damage is normally non-killing. When making a bludgeoning attack, first roll your damage. Attacks made using a Brawling Skill will cause the amount of die damage specified, a modifier for strength, and the Attacker's advantage over the Defender. However, characters using Martial Arts attacks will *also* add their level of Skill to this total. Remember: If the attack is to the Head, double your total.

Example: I punch my opponent, using Brawling Skill. I beat his Defense Roll by 4 points. A punch causes 1D6 points of damage; I roll a 5. I add +1 for my Strong Body Type and

+4 for my advantage, for a total of 10. However, if I'd made the attack using a Martial Arts Skill, I would add my level of Skill as well--in my case, +5. By using a Martial Arts attack, my 10 becomes a 15. If Martial Arts attack was to the head, it would cause 30 points of damage!

Some of the big numbers you're going to get are going to sound real impressive. The problem is, this is bludgeoning damage, and not as effective as killing damage. You must first divide the total amount of bludgeoning damage by 5 (rounding decimals down), *then* compare the resulting damage on the **Killing Damage** column of the ***Wound Table.***

ARMOR

Armor of any type drastically reduces the effects of damage, particularly on living targets. Having determinged the amount of damage caused by your attack, you must decide if the location or object hit was armored in any way. If so, subtract the **Stopping Power (SP)** value of the armor from the damage done (Armor and SPs are listed in the ***Armor Reference*** Section of this book). If the damage remaining is greater than Stopping Power, it is a **penetrating attack**, and the remainder is applied to the wounded area. *Example: My M-16 slams my target with 34 points of damage. He, in turn, is wearing an Armor Jacket with a Stopping Power of 18. 34-18=16 Only 16 points of damage actually harm him.*

A Note on Bludgeoning: Fists and feet are much less effective against armor than bullets and knives. When making a bludgeon attack, you must first divide the amount of damage by 5 (rounding decimal values down). *Example: I hit with 15 points of bludgeoning damage against a Kevlar T-shirt (SP=10) . If I simply move right across the Wound Table, my 15 points will easily overcome the T-shirt. But first, I must divide the damage by 5, reducing it to a mere 3 points, easily stopped by the shirts 10 points of stopping power.*

Staged Penetration: The Stopping Power of the armor on the hit area will also drop by one point if the attack is a penetrating one. *(Example: before the attack, the SP is 5. After a penetrating attack, the SP is now 4).* This effect, known as *Staged Penetration,* represents damage the armor has taken in the course of blunting the attack.

Special Note-- Armor Piercing Rounds: We have not listed exact damages for armor piercing shells. Instead, the rule of thumb is that an armor piercing load will automatically act upon armor as if the armor's SP has been halved (round decimal values down). However, the ammunition will cause one half the normal tissue damage once it has penetrated the armor (a denser load will tend to go right through the body rather than mushrooming and causing a major wound). *Here's an example: a 9mm parabellum round hits an armorjack with an SP of 6. The slug delivers 6 points of it's potential 9 (1D6+3) points of damage. Normally the armor would stop the entire load. However, against an armor piercing load, the armor jack's SP is halved to 3. 3 points penetrate the armor.*

While 3 points have penetrated, the armor piercing round is less likely to tumble or spread, causing less damage. As our rule of thumb, it's damage is halved (to 1.5) and then rounded down (to 1). Therefore, the target takes 1 point of damage through the armor. This seems insignificant until one realizes that with a standard round, he would have taken no damage.

Knives and Swords: Modern armor is designed to stop bullets and other high-kinetic energy attacks. Knives, on the other hand, are low energy, sharp objects which cut right through Kevlar weaves and plastic plates. Therefore, knives, swords and other cutting attacks should be treated as *armor piercing attacks* when used against modern armor.

WOUND TABLE

There are no "hit points" in ***Friday Night Firefight.*** Instead, a comparative damage matrix is used. To determine how severe the wound is, move to the ***Wound Table.*** Find the number of points of killing damage done in the column on the left. Now, move to the right side of the table until you cross-index the body type of your target. The indicated code tells what kind of wound has been taken. There are five levels of damage: Flesh Wound (**FW**), Serious Wound (**SW**), Critical Wound (**CW**), Mortal Wound (**MW**) and Dead (**D**).

Flesh Wounds: These include contusions, cuts and tissue damage. Tissue trauma is moderate, and the wounds are messy but not incapacitating.

Serious Wounds: These cause massive tissue trauma, bloodloss, internal organ damage and possible bone fractures. When taking a Serious Wound, roll an additional 1D6 to determine secondary effects.

Limb & Torso: On a 1 or 2, you have broken a bone. A broken arm or leg renders the limb useless. A broken rib reduces your MA by half and reduces your ability to attack or defend by -2.

Head: A skull fracture causes massive, blinding headaches, reducing your INT, REF and COOL stats by half. On a roll of 3, the victim takes no skull damage, but has lost an eye.

A Serious Wound that is untreated for more than 20 minutes automatically becomes a Critical Wound.

Critical Wounds: These cause dangerous tissue trauma, have severed a major artery or vein, and have caused severe damage to internal organs (where present). Limbs are unuseable--in fact, they will immediately require attention as they have been nearly severed. Roll an additional 1D6 to determine secondary effects.

Limb: On a 1 or 2, the limb must be amputated.

Torso: On a 1 or 2, the lungs have been punctured. The victim cannot move. On a 3 and 4, there has been major damage to the abdominal organs. The victim can still move, but INT, REF and COOL stats are reduced to 1 automatically. MA drops to 1 (crawling). On a 5 or 6, there is major damage to the lower abdomen and

groin area. The victim cannot move, attack or defend; he's too busy writhing on the ground in pain.
Head: On a 1, skull has been crushed or shattered, suffering 1D6/2 points each from INT & REF stats (brain damage). On a 2, the victim suffers amnesia, and must forever after make a Difficult task attempt (INT) to remember people, places, incidents or things from his past. On a 3, the victim is blinded indefinitely.
If a Critical Wound is not tended to within 12 combat turns (2 minutes), it automatically becomes a Mortal Wound.

Mortal Wounds: These are essentially killing wounds. The victim is, in effect, dying . He may not move, attack or defend. Each turn, he must roll a 1D10 **Death Save**, checking against his Body Type on the ***Death Save Table***. On a roll equal or lower than his Death Save number, he lingers on for another full turn.

Depending on the level of technology, a Mortally Wounded character *can* be saved. In a magic-based technology, a healing or resurrection spell might do the job. In a futuristic technology, advanced medical science and surgery can repair the damage. If a Mortally Wounded victim receives surgical care before he fails his Death Save, he stops dying. Instead, the process of recovery begins.

Dead Instantly Wounds: With these, the victim has instantly expired from the severity of his wounds. Unless you are using some advanced form of resurrection technology (or magic), a dead character is dead, dead, dead. Finé. Nada. Write up a new one.

Recording Wounds

Write the type of wound in the appropriate area of the outline-figure on your ***FNFF Combat Sheet***. *For example, to list a serious head wound, you would write "SW" in the head part of the outline-figure.* Do not bother to write down Bludgeoning damage unless it is severe enough to become Killing damage (greater than 5 points).

Making Consciousness Saves

Wounds not only cause damage--they also cause shock and pain effects. These may be sufficient in some cases to knock a man out of combat even with an insignificant wound. Check the ***Consciousness Save Table***, indexing the severity of the Wound against the victim's Body Type. The victim must make a roll on 1D10 equal to or lower than the listed value. If the roll is failed by less than four points, the victim is stunned for one consecutive phase following the stun. He cannot move, attack or defend -- instead, he is staggered in place by the impact. If the save is failed by greater than 4 points, the victim is unconscious for 1D10 consecutive phases following the attack.

Consciousness saves are also important for knocking out people. Contrary to popular opinion, this is a little harder than it appears in the movies. In general, a strong person using a club will have a good chance (50%) of knocking an average guy out (the club does an average 3 pts, his strength adds another 1 point, and doubling this for a head shotbrings it to a total of 8 points: a serious wound. The consciousness save for a serious wound is 5 and below).

Cumulative Wounds

Realistically, if one were to take a lot of small wounds, it would be as bad as taking one big wound. Bleeding, shock and pain would begin to add up. The **Cumulative Wound State** is a running tally of how successive wounds affect the body. The ***Wound State Record*** is at the top of your ***FNFF Combat Sheet***. The first time you are wounded, cross out the Wound State box corresponding to the type of wound. The next time you are wounded, go to the ***Cumulative Wound Table***, cross index the current wound state with the new wound level, and cross out the new Wound State box on your ***FNFF Combat Sheet*** as indicated by the Table. Remember; with enough little wounds, you can still end up dead.

HEALING & RECOVERY

Assuming you live through the firefight, the next step is the long, slow process of healing and recovery. As *FNFF* is a general system for many genres, we won't go into HOW you'll treat your wounds. You may, depending on the *Interlock™* game you're playing, use magic, high tech, or even cybernetic replacement. In each system, we have detailed the whys and wherefores of medical treatment specifically for the particular tech level and genre. Our examples here postuate 20th century medical technology.

However, we have given you a format for wound *healing*. First, take a good look at your ***Friday Night Firefight Combat Sheet***. Each wound should be marked on the schematic outline at the top of the Sheet. Using this record, check the ***Wound Recovery Table***. Find the type of wound and cross index it to your Body Type. Roll a value on 1D10 equal or lower than the indicated number. If the roll is successful, the wound has healed.

Each roll represents a certain amount of elapsed time, based on the wound type. For example, a Flesh Wound takes at least one week of healing before you can attempt a recovery roll. A Critical Wound, on the other hand, requires at least two weeks of healing before a recovery roll can be attempted.

Example: I have taken a Serious Wound to the leg, a Flesh Wound to the head, and a Flesh Wound to the torso. As an Average Body Type, my Wound Recovery numbers are 5, 6 and 6 respectively. At the end of the first week, I roll for each of the two Flesh Wounds. I roll lower than 6 on the first one, but fail on the second. My head wound has healed within the one week period. I must now wait another week to roll for the torso Flesh Wound. This time I roll below 6. The torso Flesh Wound has healed in two weeks. A full two weeks must pass before I can attempt to recover

from the Critical wound to my leg. I roll a 6 the first time, failing miserably. I must wait another two weeks before I can roll again. The second attempt fails as well. Two more weeks pass. On the third attempt, I roll a 2, suceeding. It has taken me 6 weeks to heal my leg wound.

Roleplayers---Don't keep yourself in suspense: You should make Wound Recovery Rolls immediately after a combat. noting how long it will take for each wound to heal right on your ***FNFF Combat Sheet.*** Until the wound is healed, your character will be limited by the extent of his wounds, and should take this into account when roleplaying! *In our example, I would probably have a nasty bandage on my head for a week, and another bandage on my stomach for two weeks. The bandages would probably cause me some pain, need to be dressed often, and perhaps restrict my movement . My Serious Leg Wound would have an even greater effect. For six whole weeks, I'd have bandages all over my leg. I wouldn't be able to run as fast as normal, and I would probably feel a great deal of pain.*

Weapon Reference Section

Friday Night Firefight™ combines a great deal of tactical data in one place. You will find that it can cover weapon accuracy, it's range to target, the shooter's natural and trained abilities, effects of automatic fire, second shots and improperly braced weapons, shotguns and chokes, and damage as related to range from target. All of these factors are designed to include most commonly used forms of ammunition, including armor piercing rounds. Using all this should be a regular nightmare, right?

Nada. It's very simple.

WEAPON CODE

A wide variety of weapons are covered in the ***Weapons Section*** of this book. Each weapon is represented by certain characteristics, such as it's type, weight, load type, ranges, accuracy, concealability, availability and cost. These factors are recorded as a **weapon code** --- a profile of the weapon in order of:

Name • Type • Accuracy • Concealability
Availability • Ammunition
Number ofShots • Rate of Fire • Reliability

For an example, a weapon with the code:
HK MP5K • SMG • 1 • J • C • 9mm • 30 • 20 • VG

would be an Accurate (1) Heckler & Koch MP5K Submachinegun (SMG) which can be hidden under a jacket (J), is commonly available (C), fires 9mm ammunition, has a 30 shot clip, can fire up to 20 rounds per phase on full auto, and has good reliability.

Type

Each type of weapon falls within one of four categories. Within each category are several subcategories of the type. Each category and/or type has an ID code for easy identification.

Pistols (P) are any type of single shot (or semiautomatic) weapon which may be accurately fired with one hand. Firing with two hands serves to brace the shot and increase accuracy (+1). Pistols with autofire capacity (such as the 3-burst Scamp) are classed as *submachineguns* or *submachinepistols.*

Submachineguns (SMG) are any type of weapon which may fire either automatically or semi automatically, using only pistol ammunition. While they can be fired with one hand, submachineguns must be used two handed for maximum effectiveness. When fired one handed, there is a -2 reduction to your Attack Total.

Shotguns (SHG) are any weapon which fires pellets or other small particles instead of a solid slug. This also includes weapons such as needle and flechette guns. A shotgun firing a solid slug will be considered a rifle. These weapons must always be used two handed. It is assumed that the proper firing position for a shotgun is braced against the shoulder. However, shotguns may be fired unbraced from the "hip" at a -2 reduction to your Attack Total.

Rifles (RIF) include assault rifles, carbines, and fully automatic rifles. These weapons always fire rifle type ammunition. Like shotguns, these weapons must always be used two handed. While the proper firing position for most rifles is braced against the shoulder, they may also be fired from the "hip" with a -2 accuracy reduction to your BA (Basic Attack). The exception to this is any rifle in the "bullpup" configuration; i.e., a weapon designed so that the magazine or clip area is behind the trigger and firing mechanisms. These weapons are designed to be fired from either shoulder or hip with no reduction in accuracy. Bullpup weapons are always designated in the Description section of their weapon codes.

Melee Weapons (M) include swords, daggers, knives, martial arts weapons, polearms, etc.

Weapon Accuracy

Not all weapons are alike on the range. Among even the same general caliber of handgun, there can be a wide variation in the accuracy of the weapon. For this reason, each weapon is rated in terms of five levels of accuracy, each adding a specific modifier to the character's ability to hit.

Very Accurate	**+2**
Accurate	**+1**
Average	**+0**
Poor	**-1**
Very Poor	**-2**

Concealability

Another important factor in combat weapons how easily they can be hidden until needed. A smart combat gunner

doesn't want to walk into a bar with a shotgun protruding from underneath his coat--it's going to cause trouble. He also needs to be able to carry "holdouts" in the event of capture or disarmament.

Pocket, pant's leg or sleeve	(P)
Jacket, Coat or Shoulder Rig	(J)
Long Coat	(L)
Can't be Hidden	(N)

Availability

This is how difficult the weapon is to find on the open market. Many weapons can be purchased in the local sporting goods store. But others can only be found illegally. Weapon availability puts a realistic limit on what a player can carry into a firefight, as well as a measure of how expensive that hardware will be.

Excellent	**(E)**	Can be found almost anywhere
Common	**(C)**	Can be found in most sports & gun stores or on street
Poor	**(P)**	Specialty weapons, black market, stolen military.
Rare	**(R)**	Stolen, one of a kind, special military issue, highly illegal.

Ammunition

Each weapon is rated as to the type of ammunition it carries. This ammunition may beof a number of types, as listed in the weapon's Code. Ammunition has three damage values; the damage at pointblank and close ranges, the damage at medium and long, and the damages at extreme range. In most cases, you will be most often using the first table, as firefights statistically tend to happen within very short distances.

Ammunition Note: We have listed the foot pound/energy delivered by each type of ammunition as well as the actually amount of dice damage done. This data is often listed in ammunition catalogs or gun data books. Using the formula of 40 f/lbs per every point of damage caused, you should be able to extrapolate the damage of any given ammunition load. We have specified only that damage as caused by steel jacketed, lead slugs; the most commonly used ammunition for the types of weapons profiled. Certain weapons (such as the M-16), cause a greater amount of physical tissue damage due to the tumbling actions of the slug, which is reflected in the modified values we have used in these types.

Armor Piercing Rounds: As a general rule, we have not constructed exact damages for armor piercing shells. Instead, the rule of thumb is that an armor piercing load will automatically act upon armor as if the armor's SP has been halved (round decimal values down). However, the ammunition will cause one half the normal tissue damage once it has penetrated the armor (a denser load will tend to go right through the body rather than mushrooming and causing a major wound).

Number of Shots

This is how many shots are held in the standard clip, magazine or quiver for the weapon type. Your ***FNFF Combat Sheet*** also has a place to record how many shots have been fired by the weapon.

Rate of Fire

This is how many shots the weapon can fire in a single phase of a turn (3.2 seconds). All pistols or bows are assumed to fire once per phase unless otherwise specified. All rifles are assumed to fire once per phase. A higher value than one indicates the the rate of automatic fire for the rifle.

Reliability

This is how reliable the weapon is in combat--it's chance of jamming while on autofire, etc.

Very Reliable	(VR)
Standard	(ST)
Unreliable	(UR)

AUTOMATICS

.45 Colt Automatic P 1 J E .45 7 2 VR
Standard US military firearm for over 70 years. Known as a serious "manstopper", with a rugged design and excellent adaptability.

Browning Hi-Power P 1 J E 9mm 13 2 VR
Excellent military and civilian firearm used worldwide.

Browning .25 P 1 J E .25 5 2 UR
Common .25 pistol, smallest available on open market. Used as a "holdout" or "lady's" gun.

.44 Automag P 1 J P .44 7 2 UR
A limited production of highly specialized design. The most powerful production pistol made today. Demand was not enough to provide a common ammunition source--all rounds must be handmade. No longer made.

Beretta M92F P 1 J R 9mm 15 2 ST
New standard US military sidearm. It depends on accuracy and penetration as opposed to the .45's sheer bullet weight.

Glock 17 P 2 J C 9mm 17 2 VR
Sidearm of the Austrian Army, the Glock is made of high pensity plastics. The unique construction makes it incredibly reliable and easy to use (as well as difficult to detect with airport metal detectors).

Walther PPK P 1 P C 9mm 7 2 ST
Known as the "James Bond gun" throughout the 1960's, the Walther was favored by intelligence agents worldwide.

HK P9S P 1 P C 9mm 9 2 VR
Well-designed German pistol with unique rifled barrel, making it easy to care for. Very reliable, easy to use, and common among European Police forces.

Tokarev 1933 TT-33 P 1 J C 7.65 8 2 VR
Common Soviet handgun used by military until late 1980's.

Beretta M1951 P 0 J C 9mm 8 1 ST
Standard military sidearm for many European nations, the 1951 is readily available and easy to use.

Luger Parabellum P 0 J P 9mm 8 1 ST
Standard German military sidearm of WWII. The Luger is less common now, as other 9mm types have replaced it.

Mauser M 1896 P 2 J E 7.65 10 2 ST
The famous "broomhandle", this weapon combines good reliability and power.

Styer GB80 P 1 J P 9mm 18 2 ST
A relatively new weapon now being accepted in many NATO countries. It's large magazine capacity and high quality workmanship make it a very servicable military or police weapon.

Desert Eagle P 1 J C .357 9 2 VR
The current "in" weapon of the 1980's, the Desert Eagle has seen service with the Israeli Army,. as well as having great popularity among civilian marksmen.

Ruger MKII Standard P 2 J C .22lng 13 2 ST
An excellent match pistol, easily controlled and accurate. Also a good "assassin's" weapon in some quarters.

Mamba P 1 J C 9mm 15 1 ST
A South African design featuring a stainless steel body, double action trigger and large magazine. A machine pistol version has been produced, but is extremely rare (ROF 5).

Sig Sauer P-210-2 P 2 J P 9mm 8 2 VR
Possibly the most accurate military production handgun in existence, the SIG is commonly issued to the Swiss Army. Very accurate and remarkably easy to care for.

REVOLVERS

Colt Python P 1 J E .357 6 1 ST
Considered to be one of the top .357 revolvers made today; reliable & accurate.

S&W Combat Magnum P 1 J C .357 6 2 VR
Designed for US Border Patrol use, the Combat Magnum is a popular choice among police officers. Its "small frame" and reliable action make it a best seller.

S&W Model 29 P 1 J C .357 6 2 VR
A very large weapon, the Model 29 is one of the most powerful revolvers available to civilians. It is extremely powerful and accurate.

Llama Commanche P 0 J C .44 6 1 ST
An excellent .44 revolver, used in home defense and police work. It's long barrel makes it hard to conceal.

Colt .45 "Peacemaker" P 0 J R .45 6 1 VR
The gun the "won the West", the .45 was the most common US sidearm throughout the 1800's. A single action weapon, it must be cocked before firing, although later models had a flattened hammer allowing the gubn to be fired by "fanning" the hammer.

Colt .38 Detective P 1 J C .38 6 1 VR
The most commonplace police weapon for many years, the Colt .38 has many variants, including the smaller "Chief's Special". With their high reliability, there are many of these guns still in circulation.

HOLDOUTS

HI Standard Derringer P -1 P C .22 2 1 ST
A good "holdout" gun, the High Standard is not an effective "manstopper", but can hold it's own in an emergency situation.

C.O.P. .357 Derringer P 0 P C .357 4 2 VR
Designed as a "holdout" for law enforcement aganets, the COP uses a unique revolving firing pin arrangement. It's small size makes it easily hidden.

C.A. "Bulldog" P 0 P C .44 5 1 VR
Common police holdout and backup gun.

SUBMACHINEGUNS

UZI SMG 2 J C 9mm 30 20 VR
Developed by the Israelis as a reliable export weapon, the UZI is used worldwide by security forces, the US Secret Service, police and (unfortunatly) terrorists and drug dealers.

Mini UZI SMG 1 J C 9mm 30 35 VR
Smaller version of the popular UZI, which can be easily hidden even under street clothes. An even smaller UZI pistol version is also available, but this variant is only semi-automatic (ROF=3).

Vz61 Skorpion SMG 2 J P .32 20 25 VR
A standard military sidearm for the Soviet Bloc, the Skorpion is the world's smallest military SMG. It's small ammunition size gives it excellent controllability. It is easily silenced and can be carried in a shoulder holster.

Ingram MAC 10 SMG-1 J C .45 30 5 UR
A very small SMG used by covert units and terrorists. It can be easily silenced. However, it's very large ammo size makes it very difficult to control when on full auto.

Ingram MAC 11 SMG-1 J C .38 32 35 UR
Smaller variant of the MAC 10, firing a lighter, more controllable .38 round.

H&K MP5 // MP5K SMG 1 L C 9mm 30 20 ST
Twoexamples of the H&K family of interchangeable SMGs, both share parts and design similarities. The MP5K is a very small version of the MP55D3, which has a built in silencer. The short barrelled MP5K has an accuracy of 1, not 3.

M3 "Grease Gun" SMG-1 L C .45 30 30 ST
Common SMG of WWII

Thompson M1 SMG 2 N C .45 50 20 VR
Standard US military SMG during WWII, the Thompson is rugged, reliable and easy to use. The M1928 version, of gangster fame, was less reliable (UR), but could carry a 100 round drum maga-

zine.

Schmeisser MP-40 SMG 2 N C 9mm 30 25 VR
The SMG the Nazi made famous, still found in police/military arsenals and private collections.

Bushmaster SMG 0 C R 5.56 30 20 ST
A bullpup configured SMG designed to be fired one handed. The Bushmaster uses the M-161A clip, making it technically closer to an assault rifle than a submachinegun.

RIFLES

FN-FAL RIF 0 N E 7.62N 20 21 VR
Standard NATO rifle. A very deadly assault weapon; durable and handles well.

AK 47, AKM, AKMS RIF 0 N E 7.62S 30 20 VR
Standard Soviet military rifle, exported worldwide, particularly to Soviet client-stataes. Reliable, rugged, but rather difficult to control, the AK-47 is probaly the most well known weapon of it's type in the world.

AK 74 RIF 0 N C 5.45S 30 20 VR
Common Soviet assault rifle.

M-16A & M-16A2 RIF 2 N C 5.56N 30 25 UR
Standard US military rifle since the 1960's, the M-16 has high accuracy and a staggering ROF. A built in "tumble" effect compensates for the light 5.56 round. Earlier M-16 models were cantankerous and unrealible in the extreme, with an accuracy of 3, not 4. The Ar-15 and the AR-180 are civilian models used by police and home defense.

Styer Aug RIF 2 N C 5.56N 30 20 VR
A bullpup configured rifle using high tech plastics and aluminum, the AUG is the wave of the future. The scope is built in, giving it great accuracy, while it's rugged plastic construction gives it reliability and strength.

Galil 5.56 RIF 1 N C 5.56N 30 6 VR
Standard Israeli combat rifle, designt to survive in the harshest environments. It is considered to be the best medium assault rifle in military production. Thwe export model fires a 7.62 NATO round.

M-1 Garand RIF 2 N C 30-06 8 3 ST
Basic U.S. Infantry rifle of WWII.

Winchester M70 RIF 3 N C 30-06 5 1 VR
A basic scoped hunting rifle, used to hunt deer.

Winchester .30-.30 RIF 2 N E 30-30 5 2 ST
The most commonly used rifle of the Old West, the Winchester also came rifled for a .44 round as well.

SHOTGUNS

Ithaca Stakeout SHG -1 L C 12g 8 2 ST
Basic short stocked police shotgun.

Atchison Assault SHG -1 N R 12g 20 10 ST
Fully automartic shotgun with drum feed.

CAWS SHG 0 N R 12 27 10 ST
Close in Assault Weapon, designed for house to house work, crowd suppression. Scope is built in, making it very accurate for type.

MELEE WEAPONS

Knife or dagger M 1 J E NA NA NA VR
Switchblade M 0 P E NA NA NA ST
Sword M -1 N R NA NA NA VR
Spear M -1 N P NA NA NA VR

Nunchaku M 1 J C NA NA NA VR
Martial arts weapon. Two clubs joined by short chain.

Tonfa M 1 J C NA NA NA VR
Two L-shaped clubs, one for each hand. A martial arts weapon.

SPECIALS

Bow BOW 1 N C NA 12 2 VR
Arrows dow damage as if .22 Long round.

Crossbow BOW 0 L C NA 12 1 VR
Crossbow bolts do damage as if .38 long pistol round.

Shiriken M 0 P C NA NA NA VR
Small throwing stars. A martial arts weapon.

Chainsaw SAW -2 N C NA NA NA ST
Common weapon in bad post holocaust films

Sledgehammer M -2 N C NA NA NA VR
Another common postholocaust weapon, this may also be any type of war hammer or heavy club.

ARMOR REFERENCE SECTION

Besides a variety of weapons, ***Friday Night Firefight*** also includes types of modern body armor.

STOPPING POWER

Stopping Power (SP) refers to the ability of the armor to stop damage. Each type of armor has it's own Stopping Power. When the armor is struck by a round, the armor's SP is subtracted from the total amount of damage done by the hit. The remaining damage is then applied to the target area. If the damage done is less than the SP of the armor, no damage is done.

Example: I am wearing a Kevlar jacket with an SP of 18. A 5.56 round strikes me in the chest, causing 14 points of damage. The armor's higher SP thwarts the attack. The next shot does 22 points of damage. The armor reduces this by 18 points. Only 4 points actually cause me harm.

Layering Armor

What a concept, you think shrugging into a bulletproof T-shirt, a bullet proof vest and a Kevlar armor jacket. Theoretically, one should be able to layer protection upon itself until he becomes invulnerable. However, in FNFF, the actual limit on how much armor you can pile onto any area is a combined SP total of 30 points. This would, for example, allow you to wear an Armor jacket (SP=18) over an armor T-shirt (SP=10), but not an armor T-shirt (SP=10) and a Gunner's Vest (SP25). Damage is subtracted from the **total SP** of all of the armor on the hit area.

Staged Penetration

Armor doesn't just keep absorbing damage infinitely. All armor in *Friday Night Firefight* uses the concept of **staged penetration**. Each time the armor is struck by an attack that penetrates (actually harms the person inside), it loses one point from the SP of the hit area. When the SP reaches 0, it can no longer stop damage.

ARMOR REFERENCE

Armor T-Shirt Vest SP=10
Can be worn unnoticably under most street clothes. Will stop most rounds up to .45 ACP. Cost about $90.00

Kevlar Armor Jacket SP=18
Personal protection for the fashion conscious, these lightweight Kevlar jackets have nylon coverings that resemble normal jackets. Cost about $150-200.00

Leather Jacket or Pants SP=4
Good for road rash, stopping knives, etc. A good .38 slug will probably rip you to bits, however. Cost about $50.00

Nylon Helmet SP=20
Heavy duty protection for the head, standard for most military. Cost about $100-150.00

Flack Vest or Pants SP=20
Standard protection for combat soldiers, the flack vest is designed to stop small arms fire, grenade shrapnel, but only slow up assault rifle rounds. Cost about $200.00

Doorgunner's Vest SP=25
Heavy duty protection for stationary positions, like machingun nests, helicopter doors, etc. Cost about $250.00

FRIDAY NIGHT FIREFIGHT™

AMBUSH TABLE

Mod	Condition
+1	Dim light or smoke
+2	Complete darkness
+2	Entire body hidden (cars, dumpsters, etc.)
+1	Half body hidden (low walls, crouched behind trash cans)
+3	Victim drunk, stunned or otherwise incapacitated

SHOTGUN HIT

ROLL	1st Hit	2nd Hit
1	L.Arm	Torso
2	Torso	L.Arm
3	Head	Torso
4	Torso	Head
5	R.Leg	L.Leg
6	L.Leg	R.Leg
7	R.Arm	Torso
8	Torso	R.Arm
9	Torso	Torso
10	Torso	Torso

RANDOM HIT TABLE

ROLL	AREA
1	Head
2	Torso
3	Torso
4	Torso
5	R.Arm
6	L.Arm
7	R.Leg
8	R.Leg
9	L.Leg
10	L.Leg

BLUDGEON DAMAGE

Strike	1D6+ strength
Kick	2D6+ strength
Break	1D6+ strength
Throw	1D6+ strength

Divide all Bludgeon Damage by 5.

BALLISTIC TABLES

PISTOL & SMG ROUND	POINTBLANK & CLOSE		MEDIUM & LONG		EXTREME	
	E/flbs	DICE	E/flbs	DICE	E/flbs	DICE
.22 Short	66 f/lbs	1D6/3	NA	NA	NA	NA
.22 Long	77 f/lbs	1D6/3	NA	NA	NA	NA
.25	66 f/lbs	1D6/3	NA	NA	NA	NA
.32	129 f/lbs	1D6/2	115 f/lbs	1D6/3	97 f/lbs	1D6/3
.38	179 f/lbs	1D6	168 f/lbs	1D6	157 f/lbs	1D6
.45 ACP	411 f/lbs	2D6+1	362 f/lbs	1D6+3	324 f/lbs	1D6+2
.357 Magnum	535 f/lbs	2D6+3	428 f/lbs	2D6+2	361 f/lbs	1D6+3
.44 Magnum	971 f/lbs	4D6	749 f/lbs	3D6+1	608 f/lbs	2D6+3
9mm Para	341 f/lbs	1D6+3	280 f/lbs	1D6+1	241 f/lbs	1D6
7.65 Mauser	305 f/lbs	1D6+2	255 f/lbs	1D6	225 f/lbs	1D6

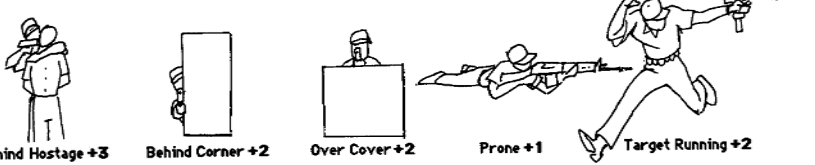
RIFLE ROUNDS	POINTBLANK & CLOSE		MEDIUM & LONG		EXTREME	
	E/flbs	DICE	E/flbs	DICE	E/flbs	DICE
5.56 NATO	1305 f/lbs	5D6+2	978 f/lbs	4D6	522 f/lbs	2D6+1
7.62 Soviet	1827 f/lbs	7D6+3	1355 f/lbs	5D6+3	720 f/lbs	3D6
7.62 NATO	2743 f/lbs	11D6+2	2066 f/lbs	8D6+3	1109 f/lbs	4D6+3
30-30	1843 f/lbs	7D6+3	1355 f/lbs	5D6+3	720 f/lbs	3D6
30-06	2708 f/lbs	11D6	1913 f/lbs	8D6	883 f/lbs	3D6+3

SHOTGUN ROUNDS	POINTBLANK & CLOSE		MEDIUM & LONG		EXTREME	
	E/flbs	DICE	E/flbs	DICE	E/flbs	DICE
12 Gauge 00	1200 f/lbs	5D6	720 f/lbs	3D6	480 f/lbs	2D6

MELEE DAMAGE

Grenades	2D6
Club	1D6
Knife	1D6
Sword	1D6+3
Nunchucks	1D6
Tonfa	1D6
Axe	1D6+2
Chainsaw	4D6
Switchbl.	1D6/2
Shiriken	1D6/2
Hammer	3D6

DEFENDER COVER MODIFIERS



Behind Hostage +3 | Behind Corner +2 | Over Cover +2 | Prone +1 | Target Running +2

FRIDAY NIGHT FIREFIGHT™

DEFENDER'S RANGE MODIFIERS

Range	Single Shot	Three Round Burst	Full Auto	Shotguns: Closed Choke	Shotguns: Open Choke	Automatic Shotgun
PBL	0	-2	-5	-3	-3	-5
CLS	+1	-1	-4	+3	-5	-7
MED	+2	0	-0	0	-1	-1
LNG	+3	+2	+4	+2	0	+1
EXTR	+4	+3	+5	+5	+5	+5

PHASE TABLE

Reflex ▶	2-4	5-7	8-10
Phase 1	NO	NO	YES
Phase 2	NO	YES	YES
Phase 3	YES	YES	YES

FIREARM RANGES

Type	PBL	CLS	MED	LNG	EXTR
Pistols	0-1m	12m	25m	50m	50m +
SMGs	0-1m	30m	75m	150m	150m +
Rifles	0-1m	100m	200m	400m	400m +
Shotguns	0-1m	20m	30m	50m	50m +

MOVEMENT COSTS

Rough	2x
Mud	3x
Water	3x
Uphill/Downhill	2x

ARMOR SP

SP	Armor Type
4	Leather
14	Steel Helmet
10	Kevlar Vest or T-Shirt
20	Flack Vest or Pants
18	Armor Jacket
20	Nylon Battle Helmet
25	Doorgunner's vest

SUPPRESSIVE FIRE

Max ROF	RANGE OF FIREZONE 1-5m	6-10m	11-15m	16-20m
5	+1	+0	+0	+0
10	+1	+1	+0	+0
15	+2	+1	+1	+0
20	+2	+2	+1	+1
25	+3	+2	+2	+1
30	+4	+3	+2	+2
35	+4	+3	+2	+2
40	+5	+4	+3	+2

Attacker: Add value to Attack Roll

GRENADE THROW

Throw 1D6 for location:

Roll	Grenade lands:
1	In front
2	To left front
3	To right front
4	To left rear
5	To right rear
6	Behind target

Throw 2D6 for distance:

CONSCIOUSNESS SAVE

WOUND	YW	WK	AV	ST	VS
FW	5	6	7	8	9
SW	3	4	5	6	7
CW	1	2	3	4	5
MW	0	0	1	2	3
D	0	0	0	0	0

WOUND TABLE

KILLING DAMAGE	BODY TYPE YW	WK	AV	ST	VS
1-2	SW	FW	FW	FW	FW
3-4	SW	SW	FW	FW	FW
5-6	CW	SW	SW	FW	FW
7-8	CW	CW	SW	SW	FW
9-10	MW	CW	CW	SW	SW
11-12	MW	MW	CW	CW	SW
13-14	D	MW	MW	CW	CW
15-16	D	D	MW	MW	CW
17-18	D	D	D	MW	MW
19-20	D	D	D	D	MW
+21	D	D	D	D	D

MULTIPLY HEAD DAMAGE BY 2
FW=Flesh Wound SW=Serious Wound
CW=Critical Wound MW=Mortal Wound
D=Dead

WOUND RECOVERY

WOUND	YW	WK	AV	ST	VS
FW	4	5	6	7	8
SW	3	4	5	6	7
CW	2	3	4	5	6
MW	1	2	3	4	5

Recovery Rolls
FW= Roll after 1 week
SW= Roll every 2 weeks
CW= Roll every 3 weeks
MW= Roll once per month

CUMULATIVE WOUND

PREVIOUS WOUND STATE	NEW WOUND LEVEL FW	SW	CW	MW
FW	FW	SW	CW	MW
SW	SW	MW	D	D
CW	CW	D	D	D
MW	MW	D	D	D

DEATH SAVE

BODY TYPE	YW	WK	AV	ST	VS
SAVE	2	3	4	5	6

NOTES & ERRATTA FOR FRIDAY NIGHT FIREFIGHT

1) Pointblank Range. This range should not include actual contact of the gun barrel to the body. While in most cases, a large caliber handgun will cause enough damage to mortally wound all but the strongest body types, ocasionally a low roll will allow a target to survive. **New Rule: Under any circumstance in which a weapon muzzle is within one foot or less of the body, the weapon will automatically do it's maximum damage.** *Example. I put a 9mm Glock 17 up against Walter's head. I fire, causing a total of 9 points of damage. This becomes18 points. Even with his strong body type, Walter is mortally wounded.* Or you can simply skip this step and assume that anyone shot by a gun pressed up against the head will automatically have his brains blown out. People have been known to survive such injuries, but it's very rare.

2) Reliability. Reliability is based on factors such as misfires and jams. A 1D10 roll is used to determine the weapon's condition in these cases.

VR= roll 9 or less
ST= roll 7 or less
UR= roll 6 or less

a) Whenever a weapon is exposed to mud, dirt, sand or water, there is a chance is will become useless due to jammed mechanisms. When a weapon is exposed in this way, roll 1D10 for the first firing after the exposure. On a failed roll, the weapon is jammed or misfiring.

b) When firing a weapon on full autofire, there is a chance of jamming. Each turn the weapon is fired on full auto, roll 1D10 first to see if it jams.

NOTES:

FNFF is designed to be a modular system, allowing you to tailor it somewhat for your campaign. To speed up game play, you can always elect to remove steps from the combat process. For example:

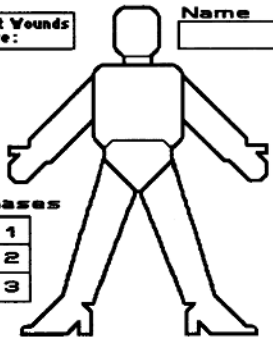
a) By assuming that a weapon will always do it's maximum damage at each range (set damage factor), you can skip the damage rolling step and move directly to the Wound Table. Of course, this may prove pretty fatal for your players!

b) By assuming that each weapon does only the damage as listed in the Medium & Long section of the Ballistics Table, you can drop the range finding step. By combining this with (a), you can bring combat down to a simple "shoot, locate damage, and look it up on the Wound Table" process. This works best when dealing with lots of combatants.

FRIDAY NIGHT FIREFIGHT™

List Wounds Here:

Name



Phases

1
2
3

Armor SP	Head	Torso	R.Arm	L.Arm	R.Leg	L.Leg

INT
REF
CL
MA x 4=
BT

CEM
Run Leap

Wound State

FV	SW	CW	MW	D

Skills
___ Pistol
___ Rifle
___ Awareness
___ Athletics
___ Martial Arts

___ Melee ___ Brawling ___ Stealth

Weapon	Type	Acc.	Ammo	Clip	Fired	ROF

FRIDAY NIGHT FIREFIGHT™

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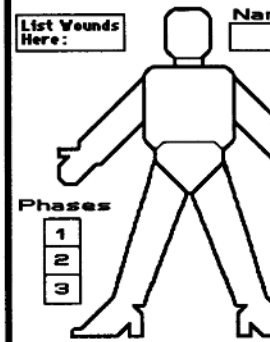

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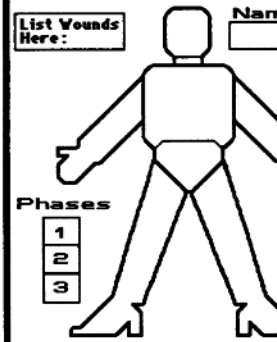

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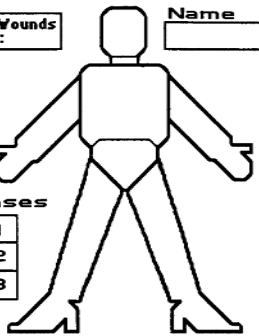

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- Stealth

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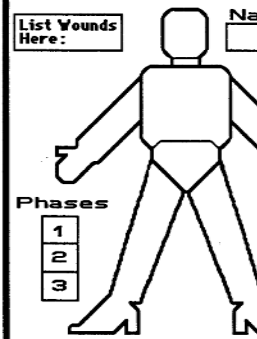

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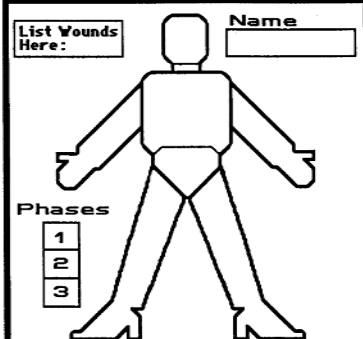

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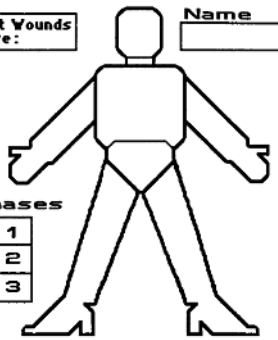

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___ Melee ___ Brawling ___ Stealth

Weapon	Type	Acc.	Ammo	Clip	Fired	ROF

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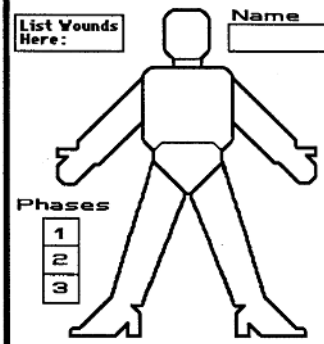

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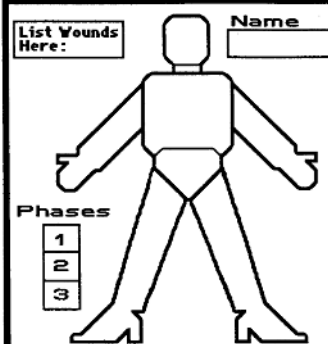

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___ Pistol
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___ Melee ___ Brawling ___ Stealth

Weapon	Type	Acc.	Ammo	Clip	Fired	ROF

SKILL LIST : Ignore IP costs for first time construction of characters.

Reflex-Based Skills

Pistol : You must have this skill to use pistols and other handgun type weapons effectively .
Rifle : The skill of using rifles , submachine guns, shotguns and other shoulder arms effectively .
Melee Weapons : The ability to use close-in knife fighting, axes, clubs, broken bottles,etc.
Driving : This skill allows you to pilot all ground vehicles like cars, trucks, tanks and hovercraft.
Athletics : The abilities of accurate throwing, climbing, gymnastics and balancing. This skill is also used to evade attacks and escape grapples and holds.
Martial Arts : The skill of *trained* martial combat. This skill could cover Boxing, Karate, Kung Fu, Wrestling, Sumo, etc. Extra IP Cost=+10.
Brawling : The skill of streetfighting. Unlike Martial Arts, brawling involves little or no training.
Aircraft Pilot : The ability to pilot jets and other fixed wing aircraft. Extra IP Cost=+10.
Motorcycle : The ability to drive motorcycles, and other 2 wheeled vehicles. Extra IP Cost=+4.
Rotorwing Pilot : The ability to pilot helicopters, airogyros, Ospreys, etc. Extra IP Cost=+15.
AV-4 Pilot : The ability to pilot AV-4 ducted- fan vehicles. Extra IP Cost=+20.
Dance : The specific skill needed to become a professional dancer.

Intelligence-Based Skills

Awareness/Notice : A "trained observer" skill, allowing characters to notice clues, shadowers, etc.
Software Design : The skill of writing software, including Netrunning programs and others.
General Knowledge : This skill is the equivalent of a basic high school education.
Specific Knowledge : You may use this skill to be an expert on one specific subject of your choice.
Simple Language : French, Spanish, English, German, simple computer languages (BASIC).
Complex Language : Japanese, Arabic, Chinese, complex computer languages (COBOL, C, ADA) . Extra IP Cost=+10.
Teaching : The skill of imparting knowledge to someone else .
Stealth: The skill of hiding in shadows, moving silently, evading guards, etc.
Disguise : The skill of disquising your character to resemble someone else.
Shadowing/Ditch : The skills of shadowing and following people. This skill is primarily urban.
Compose or Write : The required skill for writing songs, articles, or stories.
Interview : The skill of eliciting personal information from an interview subject.
Gamble : The ability to make bets, figure odds, play games of chance successfully.

Technical Skills

Basic Tech : The required skills for building or repairing simple mechanical and electrical devices.
Cyber Tech : The ability to build, repair and maintain cybernetics. Extra IP Cost=+10.
Medical Tech : The skill of fixing injuries, diagnosing diseases, and administering medications.
Rotorwing Tech : The skill of repairing helicopters, gyros, Ospreys, etc. Extra IP Cost=+12.
AV-4 Tech : The skill of repairing AV-4 ducted-fan vehicles. Extra IP Cost=+15.
Aircraft Tech : The skill of repairing jets and other fixed-wing aircraft.Extra IP Cost=+10.
Play Instrument : The skill of knowing how to play one type of musical instrument.
Paint or Draw : The skill of producing professional drawings and artwork.
Photography & Film : The skill of producing professional-caliber photographs or motion pictures.
Sing : The skill of vocal training.
Thief: The skills required to pick locks, pick pockets and shoplift small objects. Extra IP Cost=+5.

Empathy-Based Skills

Seduction : The skill of starting romantic and/or sexual relationships.
Persuasion, Lie & Fast Talk : The ability to convince others, including individuals or groups.
Human Perception: The ability to detect lies, moods, evasions, etc.

Cool-Based Skills

Interrogation : The ability to draw information from others and to force secrets out into the open.
Streetwise : The ability to know where to get illegal and contraband things, how to talk to the criminal element, avoid bad situations in bad neighborhoods.
Intimidate : The skill of getting people to do what you want by force of personality or physical threat.

Attractiveness-Based Skills

Wardrobe & Style : The skill of knowing the right clothes to wear, proper grooming, hair styling, etc.

GEAR LIST

Pistols	
$300	.357 Magnum
$350	.44 Magnum
$250	.45 Automatic
$250	9mm Automatic
$50	.22 pistol
$100	.38 Special
Rifles & Shotguns	
$200	.30-.30 rifle
$180	12 gauge
Submachineguns	
$350	UZI
$400	H&K MP5
Assault Rifles	
$300	AR-15 rifle
$400	AK-47 rifle
$500	M-16 rifle
Ammunition	
$10-20	50 rnds ammo
Blades	
$10	Fighting Knife
$5	Switchblade
Body Armor	
$150	Armor Jacket
$90	Armor T-Shirt
$200	Armor Vest
$120	Kevlar Helmet
Personal Electronics	
$400	Celluar Phone
$30	Personal Stereo
$100	Pocket Computer
$900	Laptop Computer
$300	Cybermodem
$20	Interface Cables
$80	Pocket TV
$80	Radio/CD player
$100	35mm Camera
$30	Tape recorder
$800	Video Camera
Other Gear	
$40	Toolkit
$2	Flashlight
$20	Binoculars
$15	Swiss Army Knife
$50	Medical Kit
$5	Nylon carrybag
$6	Mirrorshades
$50-100	Clothes
Vehicles	
$5000	Compact Car
$1200	Motorcycle
$500	Scooter
$25	Inflatable bed
$25	Sleeping bag
Instruments	
$100-200	Electric guitar
$150-300	Drum synthesizer.
$200	Electric keyboard
$200	Amplifier

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CYBERWEAR

REFLEX CHIPWARE

1000 Processor Installation (HC=2D6)

$500 Martial Arts +1
$700 Martial Arts +2
$900 Martial Arts +3
$400 Aircraft Pilot +1
$600 Aircraft Pilot *+2*
$200 Motorcycle +1
$300 Motorcycle *+2*
$900 AV-4 Pilot+1
$1000 AV-4 Pilot +2
$700 Rotorwing Pilot +1
$900 Rotorwing Pilot *+2*
$100 Driving +1
$200 Driving +2
$300 Driving +3
$100 Play Instrument +1
$200 Play Instrument +2
$300 Play Instrument +3
$500 Melee Weapons +1
$700 Melee Weapons +2
$400 Pistol +1
$600 Pistol *+2*
$300 Rifle +1
$500 Rifle *+2*
$300 Thief +1
$400 Thief +2

MEMORYWARE

$200 Complex Language +1
$400 Complex Language *+2*
$50 Simple Language +1
$100 Simple Language +2
$600 AV-4 Tech +1
$900 AV-4 Tech +2
$300 Aircraft Tech +1
$600 Aircraft Tech +2
$400 Rotorwing Tech +1
$700 Rotorwing Tech +2
$100 MedTech +1
$200 MedTech +2
$400 Cybertech +1
$600 Cybertech +2
$100 Specific Knowledge +1
$200 Specific Knowledge +2
$300 Specific Knowledge +3
$100 General Knowledge +2

INTERFACE PLUGS

$200 Basic 2 plug set (HC-1 D6+3).

OPTIONWARE

$100 Scratchers (HC-2D6)
$200 Vampires (HC-3D6)
$100 Biomonitor (HC-1 point)
$50 Skinwatch (HC-1 point)

BLACKMARKET CYBERTECH

$800 Rippers (HC=3D6+3)
$500 BigKnucks(HC=3D6+1)
$700 Slice n' Dice (HC=3D6)

CYBEROPTICS

$400 Humanity Cost=1D6 each eye.

One eye only. Includes color of choice, glitter effects, logos, swirling colors, etc. (3 options per eye, Humanity Cost for each option is 2 points).

$200 Infrared
$300 Micro/telescopies
$300 Microcamera
$300 Times Square Marquee
$400 Targeting Scope
$200 Anti-Dazzle protection
$200 Low Lite™ Enhancement
$300 Image Enhancement
$200 Thermograph Sensor
$200 Dartgun

CYBERAUDIO

$300 Humanity Cost=2D6

Both ears. No visible change to ear unless mechanical pickups are selected. No limit on options. Humanity Cost for each option is 1 point

$100 Radio Splice
$150 Phone Link
$100 Scrambler
$200 Bug Detector
$100 Wearman™
$200 Micro-recorder

CYBERARM

$1000 Standard prothesis looks like basketwork frame with transparent muscle fibres, gears, pistons. HC-2D6 each arm. RealSkinn™. Superchroma™, hard plastic cover (in 21 designer shades), or airbrushing, lights, etc. are priced at Referee's discretion. You may carry up to 2 options for each arm.
$50 2"x4" secret space (HC-0)
$100 Tape recorder (HC=0)
$300 20 SP Kevlar Armor (HC-1 point)

CYBERARM WEAPONS (HC- 2D6+2 for each weapon)

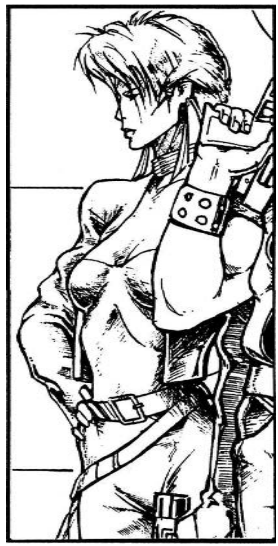
$400 9mm pistol
$200 22. pistol
$400 4 shot 12 gauge shotgun
$800 9mm Mini Uzi SMG
$500 Rippers

CYBERLEG

$1000 Standard prosthetic leg with aluminum frame, transparent muscle fibres. HC=2D6 each leg. RealSkinn™, Superchrome™, hard plastic cover (in 21 designer shades), or airbrushing, lights, etc. are priced at Referee's discretion. 2 options per leg.
$50 2"x4" secret space (HC=0)
$100 Tape recorder (HC-0)
$350 20 SP Kevlar Armor (HC-1 point)

CYBERLEG WEAPONS (HC= 2D6+2 for each weapon)

$400 9mm pistol in hidden thigh compartment
$1000 6-shot, removable frame 12 gauge shotgun in upper thigh



BODY PLATING

$8000 Torso and head plating only. Legs, arms must be purchased separately.

Humanity cost for torso, head reconstruction is 5D6. 20 SP Armor is automatically supplied as part of the process, as well as replacing heart, and other vital organs with machinery. Character is so "unhuman" that he takes Structural Damage rather than Killing or Bludgeoning Damage.

BOOSTERWARE (HC=2D6 each)

$500 Reflex Booster
$400 Sensory Booster

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CYBERPUNK

The roleplaying game of the Dark Future

Handle

Stats: Roll 6 D10 +30 or 9D10. Max is 10, min is 2 for each skill

- INT
- TECH
- REF
- COOL
- LUCK
- ATT
- EMP
- MA
- BODY (Type)
- Run (RUN= 4 x MA)
- Leap (LEAP=Run /10)
- Throw (THROW=BODY x3)
- Lift (LIFT=Carry x 4)
- Carry (Carry=BODY x 5 kg)

SEX

ROLE

AGE

OUTFIT

Starting Characters begin with $2000.00

Gear & Programs	Cost

NETRUNNER™ INTERFACE MAP

General Description of Your Interface 'Universe':

PROGRAMS

FILE (HOLDS DATA)

CENTRAL PROCESSOR

DATA

DEFENSE LEVELS

DOOR/ELEVATOR CONTROL

MEMORY STORAGE

CAMERA/ MICROPHONE

WORK STATIONS

COMMUNI-CATIONS LINK

ALARM SYSTEM

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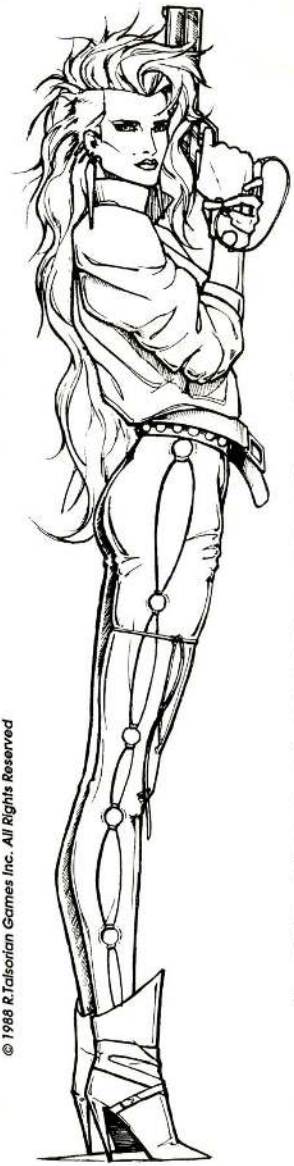

CYBERPUNK

A Roleplaying Game of the Dark Future

The Corporations control the world from their skyscraper fortresses, enforcing their rule with armies of cyborg assassins. On the Street, boostergangs roam a shattered urban wilderness, killing and looting. The rest of the world is a perpetual party, as fashion model techies rub bioscupt jobs with battle armored road warriors in the hottest clubs, sleaziest bars and meanest streets this side of the Postholocaust. The future never looked so bad.

But you can change it. You've got interface plugs in your wrists, weapons in your arms, lasers in your eyes, bio-chip programs in your brain. You're wired in, cyberenhanced, and solid state as you take it to the fatal Edge where only the toughest and the coolest can go. Because you're CYBERPUNK.

Cyberpunk *is the roleplaying game of the dark future; a world of corporate assassins, heavy metal heroes and brainburning cyberhackers, packed with cutting-edge technology and intense urban action. Within this box, you'll find everything you'll need to tackle the mean streets of the year 2000; cybernetics, weapons, softwear, wetware, hardware--- all in a game system that combines the best in realistic action and playability. Cyberpunk includes:*

Complete Rules for playing nine exciting Character Types:
Rockerboys: *Hard rock heroes fighting for change with music & revolution!*
Solos: *Corporate cybersoldiers-- more machines than men!*
Netrunners: *Superhot hackers who can crack any computer!*
Medias: *Hightech reporters who go to the wall to get the truth!*
Nomads: *Cyberbiking renegades cruisin' the lethal highways of the postholocaust !*
Corporates: *Slick business raiders playing the deadly corporate power game!*
Techies: *Masters of cybernetics in the heavy metal age!*
Fixers: *Streetsmart middlemen who know all the angles!*
Cops: *Maximum lawmen in a big-city jungle!*

with
VIEW FROM THE EDGE: The Cyberpunk Handbook
WELCOME TO NIGHT CITY: A Sourcebook for the Year 2013
FRIDAY NIGHT FIREFIGHT: The Modern Weapons System for Interlock™
Dice and Game Charts

Now, face the dark edge of the dangerous future--a world of savage, sophisticated, modern and retrograde. The world of CYBERPUNK.

Recommended for experienced players 16 years and older.

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